

The Chess
Combination
from
Philidor to Karpov

Learn Tactics from the Great Champions



Raymond Keene



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The brilliant combinations which adorn the games of such great Masters of Chess as Morphy, Anderssen, Tal and Fischer present a miraculous facade to the chess enthusiast, with apparently inexplicable sacrifices leading inevitably to checkmate. In fact, gaining the ability to carry out decisive combinations at critical moments of the game often proves the major stumbling block in the path towards chess mastery.

Raymond Keene has examined the advance of combinational ideas from the 15th century to the present day. Not only has he drawn on his own extensive experience as a chess teacher and international player, he has also collected the most beautiful and intricate combinations from chess history, examining them deeply in order to isolate those specific themes and special factors which permit a successful sacrificial combination to be played.

This volume will not only improve the playing strength of club and tournament players (for a study of the very best combinations will surely sharpen tactical skill), but will also provide a source of aesthetic pleasure and excitement to the lover of the game of chess. In the words of Rudolph Spielmann:

"The beauty of the game of chess is usually appraised according to the sacrifices it contrives. The growing power of the sacrifice is irresistible; enthusiasm for sacrifice lies in Man's nature."

About the Author

Raymond Keene was born in London in 1948, and educated at Dulwich College and Cambridge University. He became Britain's second ever International Grandmaster in 1976, having earlier won the British Junior Championship in 1964, the British Championship proper in 1971 and having become International Master in the same year.

He has written many books on chess, including a number of works on opening theory and biographical accounts of Staunton, Nimzowitsch and Stein. He has also appeared on television, lecturing on the game.

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*The Chess Combination
from Philidor to Karpov*

BY

RAYMOND KEENE

International Grandmaster



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*TO MY WIFE,
THE BEST COMBINATION I EVER PLAYED.*

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London
September 1976

RAYMOND KEENE

Introduction

IN 1927 Richard Réti called for a work which would expound a complete theory of combinations, demonstrating the ever-recurring types and showing which principal factors should be kept in mind when judging their correctness. I suspect that he had plans to write such a book himself, but his premature death in 1929 (at the age of 40) deprived the chess world of what would doubtless have been a worthy successor to his *'Modern Ideas in Chess'*, and *'Masters of the Chessboard.'*

Since Réti wrote those words there have been various efforts to classify sacrifices, or particular types of attack on the K (e.g. by Spielmann, Bondarevsky, Vukovic . . .) but no one has specifically taken up Réti's challenge—the task is too daunting, for the result would now be a compilation of encyclopaedic dimensions. What I have attempted in this book is not so much a systematic study of combinative themes as a broad historical investigation into the advance of combinative ideas, linking this with the progressive deepening of positional understanding. I have also sought to define the term “combination” (a remarkably elusive task) basing my arguments on historic statements by eminent Grandmasters and intellectuals, such as ex-World Champion Mikhail Botvinnik and Dr. George Steiner.

Furthermore, I have exploited the combination as a launching pad to discuss certain selected points which I find interesting or important, such as an examination and purification of the concepts of beauty and originality, and an inquiry into the extent to which factors such as knowledge of opening theory and of previous combinations affect the imaginative powers of the practitioners of the game. Knowledge often goes hand in hand with vision, for the march of positional and theoretical ideas simultaneously widens the resources of the arsenals of the imagination, but, given this, it has also been of interest to compare the basic talent for chess of the leading players at different periods in history, using combinative vision as a yardstick.

In conclusion, I hope that my book will give both instruction and pleasure to the chess-interested public, aiding competitive players in their quest for points (for a study of the very best combinations must surely

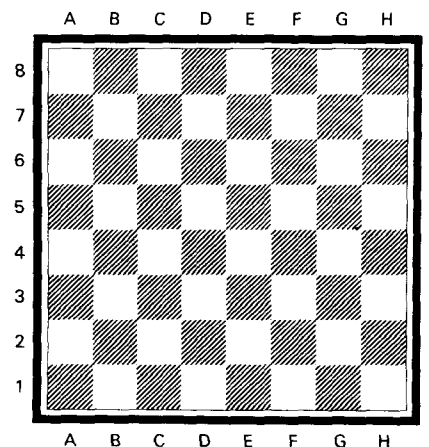
The Chess Combination from Philidor to Karpov

sharpen tactical skill) while providing lovers of the game with a source of chess beauty taken from the whole spectrum—geographical and historical—of the game of chess as it has been played since the late fifteenth century.

I close this introduction to a book full of brilliantly planned and executed sacrifices with the debatable but inspiring words of Rudolph Spielmann, from his *Art of Sacrifice*: “The beauty of a game of chess is usually appraised, and with good reason, according to the sacrifices it contains. . . . The glowing power of the sacrifice is irresistible: enthusiasm for sacrifice lies in man’s nature.”

Explanation of Symbols and Abbreviations

K	= King
Q	= Queen
R	= Rook
B	= Bishop
N	= Knight
P	= Pawn
0-0	= King-side castling
0-0-0	= Queen-side castling
!	= good move
!!	= outstanding move
?	= bad move
??	= blunder
!?	= interesting move
?!	= dubious move
$\pm(\mp)$	= White (Black) slightly better
$\pm(\mp)$	= White (Black) clear advantage
$+-(-+)$	= White (Black) winning advantage
∞	= unclear position.



N.B. The basic structure of this book is chronological, but in some cases the logic of the argument has required that this sequence be infringed.

What is a Combination ?

WHEN we attempt to unravel the skeins of meaning concealed in the common chess term “combination” dictionary definitions are well-nigh useless. In our sense a combination patently is not a “motor-cycle with sidecar”, nor is it a group of “persons united for a purpose”. To be told, in addition, that it means the “art of combining” or a “union of identical things” is not outstandingly helpful. Possibly a dictionary devoted specifically to chess terminology would be of more value, but I imagine that a great measure of confusion would still prevail, for in my experience “combination” means different things to different people. Of course, a combination is a working together of the pieces for a certain goal, but which goals are legitimate? Must the combination involve a sacrifice—does it have to be sound or have clear consequences—can the quality of “soundness” actually be ascertained—does “combination” pertain only to operations conceived in play over the board (or in correspondence play) . . . ? These are the problems which arise when we seek to nail down this elusive term. In this first chapter I have adopted a tridentate approach to the question, each stage corresponding approximately to the artistic, scientific or sporting element of chess, in that order.

My own view, which I hope will emerge from the argument which follows, is that the combination is a concept which can only be grasped on an intuitive level, for any rigorous definition would exclude feats of the imagination hardly to be subsumed under any other heading.

Botvinnik once remarked that chess was the art which complemented the science of logic, just as music was the art which complemented the science of acoustics and painting was the art which complemented the science of optics. And in the realm of art miracles can still occur, with no necessity felt to explain them away on a rational basis. In this section I have assembled nine combinative masterpieces, starting with Paul Morphy and ending with Robert Fischer and Boris Spassky, which verge on the miraculous; games where the moves are (to say the least) unexpected, at times, apparently, inexplicable, and where conventional material values (Q=9 R=5 B/N=3 P=1, etc.) are completely overturned. For these nine examples the notes are kept to a minimum to preserve the miraculous impact of

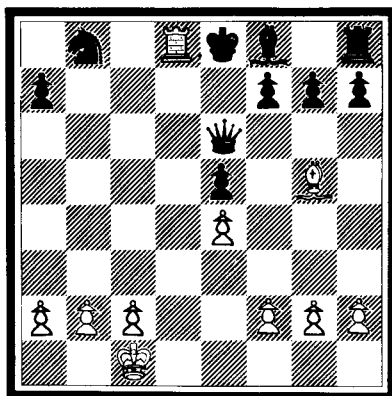
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these remarkable games, but in subsequent chapters we will attempt to analyse the combinations more deeply and elucidate some basic rules and principles for their successful operation.

A GALLERY OF MIRACLES

- (i) **Morphy-Duke of Brunswick and Count Isouard de Vauvenargue** in consultation. Paris, 1858. Philidor's Defence.

1 P-K4 P-K4 2 N-KB3 P-Q3 3 P-Q4 B-N5 4 P×P B×N? Black's best chance is to make a gambit of necessity with 4... N-Q2! 5 Q×B P×P 6 B-QB4 N-KB3 7 Q-QN3 Q-K2 8 N-B3. If 8 Q×P Black can escape into a (lost) ending with 8... Q-N5+. 8... P-B3 9 B-KN5 P-N4 10 N×P! P×N. The noble amateurs chivalrously accept everything, but if 10... Q-N5+ 11 Q×Q B×Q+ 12 P-B3! is quickly decisive. 11 B×NP+ QN-Q2 12 0-0-0 R-Q1 13 R×N R×R 14 R-Q1 Q-K3 15 B×R+ N×B 16 Q-N8+! N×Q 17 R-Q8 mate.



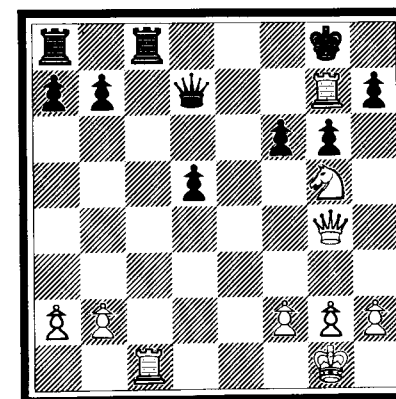
The final position must represent a kind of archetypal wish fulfilment for chess players. Who has not dreamed of giving mate with just two pieces against the virtually full muster of the opponent's forces?

- (ii) **Steinitz-Von Bardeleben**, Hastings, 1895. Giuoco Piano.

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 P-B3 N-B3 5 P-Q4 P×P 6

What is a Combination? 3

P×P B-N5+ 7 N-B3 P-Q4?! Avoiding the complexities of 7... N×KP! 8 0-0 B×N 9 P-Q5 which was terra incognita in 1895. 8 P×P KN×P 9 0-0 B-K3 10 B-KN5 B-K2 11 B×N. An unexpected exchange, the point of which is to delay Black's castling. 11... QB×B 12 N×B Q×N 13 B×B N×B 14 R-K1 P-KB3 15 Q-K2 Q-Q2 16 QR-B1 P-B3? Imperative was 16... K-B2! to break the pin. After the text Steinitz launches a combination which impoverishes adjectival description. 17 P-Q5! P×P 18 N-Q4 K-B2 19 N-K6 KR-QB1 20 Q-N4 P-KN3 21 N-N5+ K-K1 22 R×N+! K-B1. The rook is immune, e.g. 22... K×R 23 R-K1+ K-Q3 24 Q-N4+ K-B2 25 N-K6+ K-N1 26 Q-B4+. But how is White to win with every piece en prise and Black threatening mate? 23 R-B7+! K-N1 24 R-N7+!

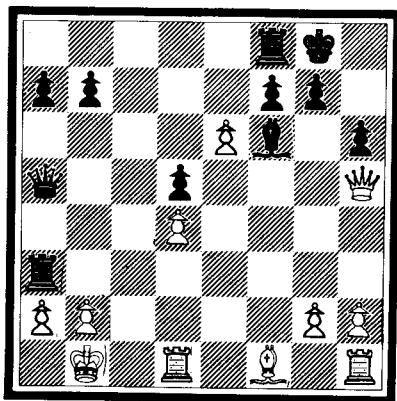


Black Resigned. Mate is forced: 24... K-R1 25 R×P+ K-N1 26 R-N7+ K-R1 (or 26... K-B1 27 N-R7+) 27 Q-R4+ K×R 28 Q-R7+ K-B1 29 Q-R8+K-K2 30 Q-N7+ K-K1 31 Q-N8+ K-K2 32 Q-B7+ K-Q1 33 Q-B8+ Q-K1 34 N-B7+ K-Q2 35 Q-Q6 mate. "Never relaxing his grip, Steinitz wound up this game with one of the most beautiful and aesthetically satisfying combinations ever devised on the chessboard."

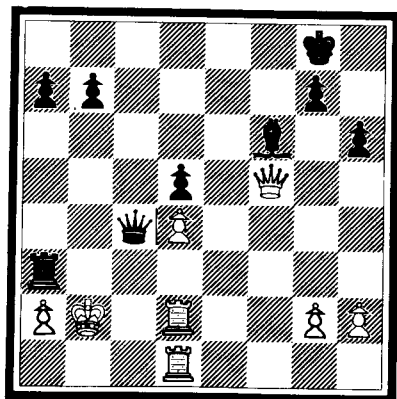
- (iii) **Pillsbury-Lasker**, St. Petersburg, 1896. Queen's Gambit.

1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 N-KB3 4 N-B3 P-B4 5 B-N5 P×QP 6 Q×P N-B3 7 Q-R4?! Stronger is 7 B×N! as Pillsbury later discovered. 7... B-K2 8 0-0-0 Q-R4 9 P-K3 B-Q2 10 K-N1 P-KR3 11 P×P P×P 12 N-Q4 0-0 13 B×N B×B 14 Q-R5 N×N 15 P×N B-K3 16

P-B4 QR-B1 17 P-B5 R×N! 18 P×B. By continuing with his counter-attack Pillsbury forces Lasker to reveal the full depth of his combination, for the game could have come to an abrupt and unspectacular conclusion after 18 P×R Q×BP 19 P×B R-B1+. What is often overlooked is that the loser of a brilliant game can deserve credit for offering resistance that demands the highest quality of attack. **18... R-QR6!!** A move that comes



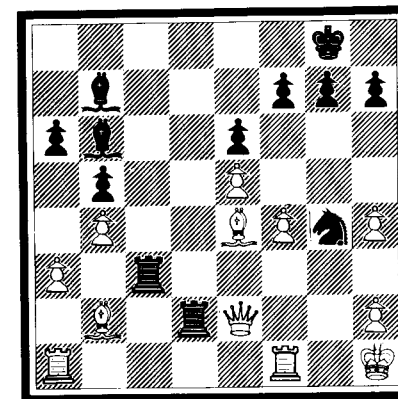
into the miraculous class. Since the QRP is indefensible Pillsbury is forced to accept. **19 P×P+ R×P 20 P×R Q-N3+ 21 B-N5.** If 21 K-B2 R-B2+ 22 K-Q2 Q×P+ 23 K-K1 Q-B6+ and wins. **21... Q×B+ 22 K-R1 R-B2 23 R-Q2 R-B5 24 KR-Q1 R-B6.** Treading the same path as its former colleague. **25 Q-B5 Q-B5 26 K-N2 R×P!!**



27 Q-K6+ K-R2 28 K×R Q-B6+ 29 K-R4 P-QN4+ 30 K×P Q-B5+ 31 K-R5 B-Q1+ White Resigns.

(iv) **Rotlevi-Rubinstein, Lodz, 1907. Queen's Gambit.**

1 P-Q4 P-Q4 2 N-KB3 P-K3 3 P-K3 P-QB4 4 P-B4 N-QB3 5 N-B3 N-B3 6 P×BP?! B×P 7 P-QR3 P-QR3 8 P-QN4 B-Q3 9 B-N2 0-0 10 Q-Q2?! Q-K2 11 B-Q3 P×P 12 B×P P-QN4 13 B-Q3 R-Q1 14 Q-K2 B-N2 15 0-0 N-K4 16 N×N B×N 17 P-B4. Given his deficient state of development White's position cannot stand the weakening involved in this general advance in the centre. **17... B-B2 18 P-K4 QR-B1 19 P-K5 B-N3+ 20 K-R1 N-N5!** The first sacrifice; over this and the next five moves Rubinstein succeeds in offering his N, Q, both Rooks and his QB! **21 B-K4 Q-R5 22 P-N3 R×N! 23 P×Q.** Or 23 B×R B×B+ and if 23 B×B R×P 24

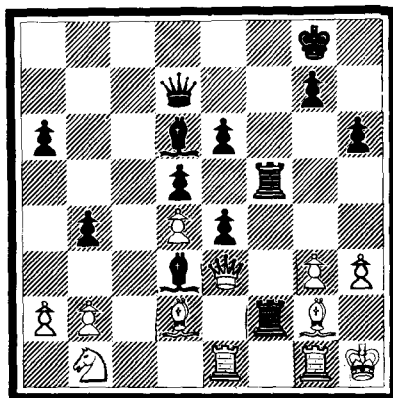


R-B3 R×R 25 B×R N-B7+, etc. 23... R-Q7!! 24 Q×R. Everything slots perfectly into the grand structure; if 24 Q×N B×B+ or 24 B×B R×Q 25 B-N2 R-R6! Finally 24 B×R R×Q with too many threats. **24... B×B+ 25 Q-N2 R-R6.** White Resigns. ... R×P (h2) mate, can be postponed, but not prevented. The architectonic crescendo almost defies belief, yet its logic is somehow crystal clear. Truly a sacrificial victory in the classical style.

(v) **Sämisch-Nimzowitsch, Copenhagen, 1923. Queen's Indian Defence.** "The Immortal Zugzwang Game."

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1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-KB3 P-QN3 4 P-KN3 B-N2 5 B-N2 B-K2 6 N-B3 0-0 7 0-0 P-Q4 8 N-K5 P-B3 9 P×P. Much more vigorous is **9 P-K4!** **9 ... BP×P 10 B-B4 P-QR3 11 R-B1 P-QN4 12 Q-N3 N-B3 13 N×N B×N 14 P-KR3 Q-Q2 15 K-R2 N-R4 16 B-Q2 P-B4 17 Q-Q1 P-N5 18 N-N1 B-QN4 19 R-N1 B-Q3!** Nimzowitsch is not afraid of White's coming attempt to free himself. **20 P-K4 BP×P! 21 Q×N R×P.** This looks like a positional sacrifice at first sight, but Black's conception gradually assumes more formidable overtones. **22 Q-N5 QR-KB1 23 K-R1 R/1-B4 24 Q-K3 B-Q6 25 QR-K1 P-R3!** White Resigns, he has no decent moves left at all.

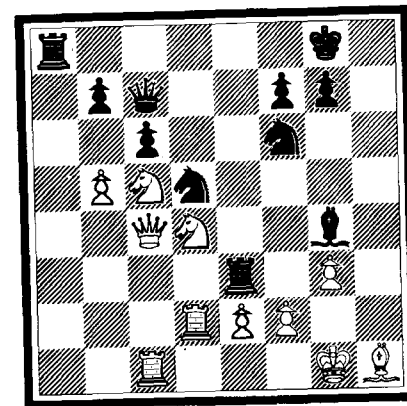


The final position is one of the most celebrated and remarkable in the history of chess. White made no obvious blunders in this game and it is almost incredible that Nimzowitsch could have reduced his opponent to such a state of paralysis (on a crowded board!) simply as a result of some stereotyped play on his part. Compared with Rubinstein's game this one looks like witchcraft.

(vi) Reti-Alekhine, Baden-Baden, 1925. Pseudo-Reti opening.

1 P-KN3 P-K4 2 N-KB3 P-K5 3 N-Q4 P-Q4 4 P-Q3 P×P 5 Q×PN-KB3 6 B-N2 B-N5+ 7 B-Q2 B×B+ 8 N×B 0-0 9 P-QB4 N-R3. Alekhine has obtained nothing special at all from the opening, which makes his subsequent creation of a brilliant attack even more impressive. **10 P×P N-QN5 11 Q-B4 QN×QP 12 N/2-N3 P-B3 13 0-0 R-K1 14 KR-Q1 B-N5 15 R-Q2 Q-B1 16 N-QB5 B-R6 17 B-B3 B-N5 18 B-N2 B-R6 19 B-B3 B-N5**

20 B-R1 (20 B-N2=) 20 ... P-KR4. With this thrust did Alekhine already foresee his coup on move 26? **21 P-N4 P-R3 22 R-QB1 P-R5 23 P-R4 P×P 24 RP×P Q-B2 25 P-N5 RP×P 26 P×P R-K6!!**

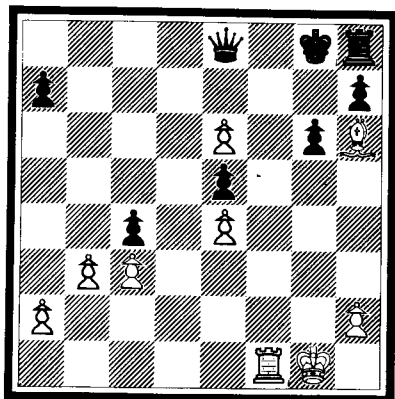


Threatening ... R×P+ and 27 P×R Q×P+ followed by ... N×P is obviously out of the question, but this is only the start of the combination which wends its intricate way for a further fourteen moves. **27 N-B3?!** (27 B-B3! was recommended by Alekhine, who dismissed 27 K-R2 with 27 ... QR-R6! 28 P×R N×P followed by N-B8+.) **27 ... P×P 28 Q×P N-B6 29 Q×P Q×Q 30 N×Q N×P+ 31 K-R2 N-K5!** With reduced material Alekhine continues to find brilliant tactical solutions aimed at the capture of White's stray N on b7. **32 R-B4 N×BP 33 B-N2 B-K3 34 R/B4-B2 N-N5+ 35 K-R3 N-K4dis+ 36 K-R2 R×N 37 R×N N-N5+ 38 K-R3 N-K6+ 39 K-R2 N×R 40 B×R N-Q5** White Resigns. (41 R-K3 N×B+ 42 R×N B-Q4!-+.) A sublime masterpiece.

(vii) Gusev-Auerbakh, Moscow, 1951. Sicilian Defence, Dragon Variation.

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 P×P 4 N×P N-KB3 5 N-QB3 P-KN3 6 B-K2 B-N2 7 N-N3 N-QB3 8 0-0 B-K3 9 P-B4 R-B1? A slip, after which Black is forced to undevelop his pieces; **9 ... Q-B1!** is best. **10 P-B5 B-Q2 11 P-KN4 N-K4 12 P-N5 N-N1 13 N-Q5 P-B3 14 B-K3 P-N3 15 N-Q4 K-B2 16 P-B3 Q-K1 17 N-K6!** A prosaic win was doubtless possible with **17 P-QR4-R5**, etc. . . . , but Gusev prefers to seek

combinational beauty. 17... B×N 18 P×B+ K-B1 19 N×BP! N×N 20 P×N B×P 21 B-R6+ K-N1 22 R×B! P×R 23 Q×P R-B3 24 Q×N!! A brilliant exploitation of the boxed-in position of the Black K. Black will have Q and R for two bishops, but in this case normal material evaluations must be suspended. 24... P×Q 25 R-KB1 R-B1 26 B-Q1 R-B5 27 B-N3 P-QN4 28 B×R P×B 29 P-N3. White will win quite simply by creating a

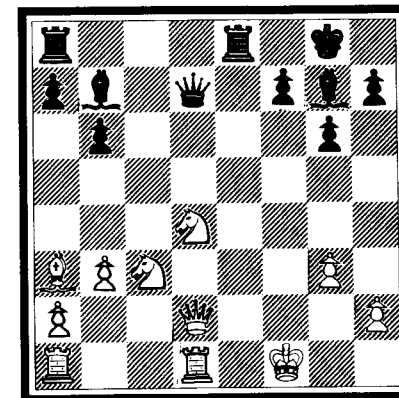


Q-side passed pawn. 29... P-QR4 30 P×P P-R5 31 K-N2 P-R6 32 R-B2 Q-K2 33 R-B1 P-N4 34 R-B5 P-N5 35 P-B5 Q-Q1 36 P-B6 Q-K2 37 P-B7 Black Resigns.

(viii) **R. Byrne-Fischer**, U.S. Championship 1964. Neo-Grünfeld Defence.

The miraculous nature of this game is demonstrated quite clearly by the fact that many people simply refused to believe in it! When White resigned a number of spectating Grandmasters could not understand why (!) while a controversy raged for over a year afterwards as to the soundness of Fischer's combination, which was, in fact, ultimately vindicated.

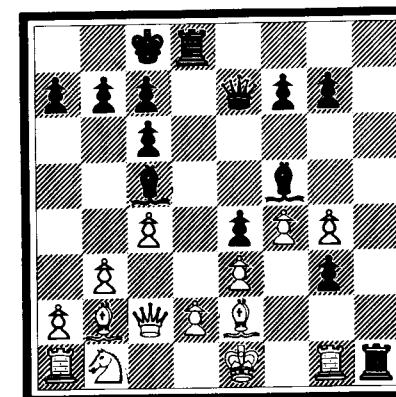
1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 P-KN3 P-B3 4 B-N2 P-Q4 5 P×P P×P 6 N-QB3 B-N2 7 P-K3?! 0-0 8 KN-K2 N-B3 9 0-0 P-N3 10 P-N3 B-QR3 11 B-QR3 R-K1 12 Q-Q2 P-K4! Whether "sound" or not this move is justified on the grounds that it sets White a multitude of problems. As it is, the move is sound. 13 P×P N×P 14 KR-Q1 (14 QR-Q1! Q-B1!—Fischer) 14... N-Q6 15 Q-B2. It was later claimed that 15 N-B4 would have refuted Fischer's play but Fischer refuted the "refutation" with 15... N-K5! 15... N×P!! 16 K×N N-N5+ 17 K-N1 N×KP 18 Q-Q2 N×B 19 K×N P-Q5! 20 N×P B-N2+ 21 K-B1 Q-Q2! White Resigned.



Byrne clearly saw what the spectators had missed: 22 Q-KB2 Q-R6+ 23 K-N1 R-K8+!! 24 R×R B×N+ or 22 N/4-N5 Q-R6+ 23 K-N1 B-KR3+.

(ix) **Larsen-Spassky**, World vs. USSR Team Match, Belgrade, 1970. Nimzowitsch/Larsen Attack.

1 P-QN3 P-K4 2 B-N2 N-QB3 3 P-QB4 N-B3 4 N-KB3. Very risky; 4 P-K3 is safer. 4... P-K5 5 N-Q4 B-B4 6 N×N QP×N. Sacrificing his pawn-structure for the sake of speedy development, somewhat in the style of Morphy. 7 P-K3 B-B4 8 Q-B2 Q-K2 9 B-K2 0-0-0 10 P-B4?! A weakening of White's K-side, but it takes the play of a genius to expose this fault. 10... N-N5 11 P-N3 P-KR4 12 P-KR3 P-R5! 13 P×N P×P 14 R-N1. Can White's defences be penetrated? 14... R-R8!!



The point of this fantastic sacrifice is to seize the square h4 for Black's Q, with tempo. **15 R×R P-N7 16 R-B1** or **16 R-N1 Q-R5+** **17 K-Q1 Q-R8!** and wins. **16 ... Q-R5+** **17 K-Q1 P×R=Q+**. White Resigns in view of **18 B×Q B×P+** and mates.

DEFINITIONS AND OBJECTIONS

The classic definition of the "combination" was put forward by Botvinnik in 1939 in the periodical *Chess in the USSR*. In 1949 the English translation appeared as an appendix to his *One Hundred Selected Games*. Botvinnik intended to improve on Romanovsky's definition from his book *The Middlegame*, which he found defective, and which ran: "A combination is a variation (or group of variations) in the course of which both sides make forced moves and which ends with an objective advantage for the active side."

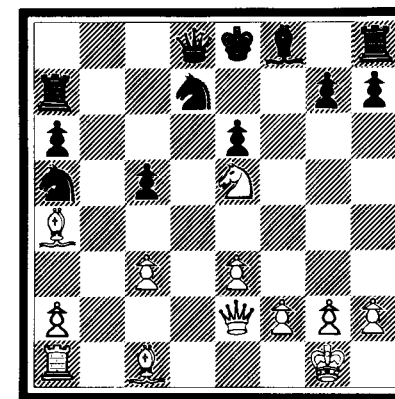
Botvinnik disapproved of this, writing that it suited "manoeuvre" rather than "combination", since it ignored the element of sacrifice, which he regarded as a *sine qua non* for a combination. Botvinnik's final, improved formulation incorporates Romanovsky's principles, but adds an important new dimension: "A combination is a forced variation (etc.) with sacrifice—sound sacrifice of course." By sound sacrifice an advantageous transaction is naturally implied, i.e., a combination transforms an "inferior" position into one with equal or better chances, and one with equal or superior chances into a clearly superior or winning one. Botvinnik's definition appears simple and watertight, but it is possible to take issue even with this, and over a number of areas. Later in this volume I record Bronstein's principle opposition to Botvinnik's thesis, but at this point I wish to raise a doubt connected with the historical relativity of judgement.

In "Fields of Force" (*New Yorker*, 1972) Dr George Steiner wrote: "Such key concepts as 'advantage' and 'sound sacrifice' are far too indeterminate, far too subjective and historically fluid to be rigorously defined and formalised." If this assertion is correct (which I believe it is) then even Botvinnik's lucid and compact definition becomes suspect. What might have been considered a sound sacrifice in the nineteenth century would possibly (given the rise in defensive techniques) be considered unsound in the twentieth. What might be regarded as a significant positional advantage now might have been considered of no importance 100 years

ago. And so on for the future, one imagines! Let us take a straightforward example to demonstrate just how complex this whole matter is: for this purpose we assume that a great master has won a brilliant game involving a sacrificial combination; that he has published the game with notes justifying the soundness of his imaginative performance and that this has been accepted for 20 years (or 10 years—or 5 years) as one of his best games. Then an amateur, studying the games of the master, quite accidentally discovers a hidden refutation of the combination, enabling the opponent to draw or even win. Such things have happened and will continue to happen to greater or lesser degrees. Does the "combination" then cease to exist because of this? Is it any less a combination as a result of the new discovery, although it may have been regarded as one for two decades?

(i) **Alekhine-Böök**, Margate, 1938. Queen's Gambit Accepted.

1 P-Q4 P-Q4 2 P-QB4 P×P 3 N-KB3 N-KB3 4 P-K3 P-K3 5 B×P P-B4 6 0-0 N-B3 7 Q-K2 P-QR3 8 N-B3 P-QN4 9 B-N3 P-N5 10 P-Q5 N-QR4 11 B-R4+ B-Q2 12 P×P P×P 13 R-Q1!? P×N 14 R×B N×R 15 N-K5 R-R2 16 P×P



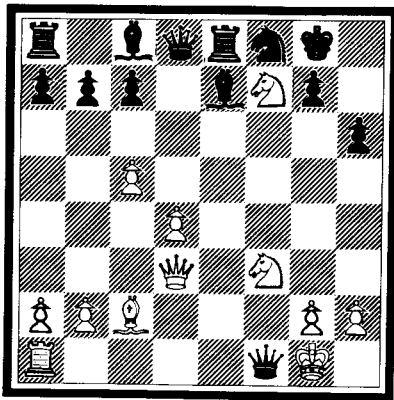
K-K2? 17 P-K4 N-KB3 18 B-KN5 Q-B2 19 B-B4 Q-N3. Or 19 ... Q-N2 20 Q-K3 K-Q1 21 Q-Q3+ K-B1 22 R-N1 Q×P 23 N-B7!!+-, 20 R-Q1

P-N3 21 B-KN5 B-N2 22 N-Q7 R×N 23 R×R+ K-B1 24 B×N B×B 25 P-K5 Black Resigns. Wonderful, but it was discovered, some years later, that Black could have defended successfully in the diagrammed position with 16... Q-N1! when 17 Q-R5+ offers White insufficient attack, while the attempt to recoup the material with 17 N×N R×N 18 Q×P fails to 18... Q-Q3! with the threat of... Q-Q8+.

Now let us put ourselves in the position of the public and experts who accepted Alekhine's win against Böök as a brilliant combination. In 1960 Spassky won a fantastic game against Bronstein in the USSR Championship (which I give—deliberately—with no notes at all) and, at the moment, the attack is considered "sound" and therefore constitutes a brilliant combination—but does this exclude the possibility that in the labyrinth of variations some future analyst might discover a good defence for Black—and would this invalidate the combinative value of the game? I think not!

(ii) **Spassky–Bronstein**, Leningrad, 1960. King's Gambit.

1 P-K4 P-K4 2 P-KB4 P×P 3 N-KB3 P-Q4 4 P×PB-Q3 5 N-B3 N-K2 6 P-Q4 0-0 7 B-Q3 N-Q2 8 0-0 P-KR3 9 N-K4 N×P 10 P-B4 N-K6 11 B×N P×B 12 P-B5 B-K2 13 B-B2 R-K1 14 Q-Q3 P-K7 15 N-Q6 N-B1 16 N×BP P×R=Q+



17 R×Q B-B4 18 Q×B Q-Q2 19 Q-B4 B-B3 20 KN-K5 Q-K2 21 B-N3 B×N 22 N×B+ K-R2 23 Q-K4+ Black Resigns.

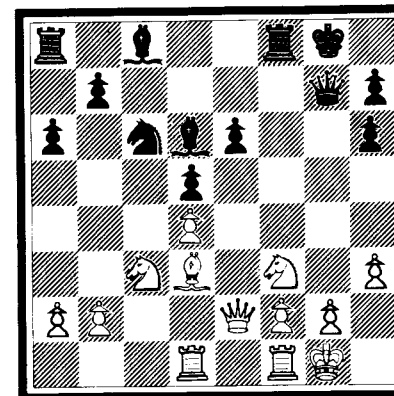
Before leaving this difficult subject I would also like to question the degree to which we understand the notion of the sacrifice itself. When we

talk of "sacrifice" we mean "material" sacrifice, but it is equally possible to make a sacrifice of a part of one's position. The term "positional sacrifice" has long been accepted (and usage has required that I continue thus in this volume) as meaning an offer of material to secure a compensating advantage in position—but should not "positional advantage" actually mean a sacrifice of an aspect of one's own position for a compensating advantage? We have no ready technical term for such an operation. We should remember that the loss of an open file, or the shattering of one's pawn-structure, can lead to defeat as surely as can a material disadvantage, such as a deficit of one or two pawns or a piece.

To illustrate this point I give a game in which Black won by means of a simple "sacrificial" combination, but did not the "sacrifice" actually begin at the point where Black (the author) permitted the shattering of his K-side pawns—a weakening of his position which would normally have spelt disaster for him?

(iii) **Hutchings–Keene**, World Championship Zonal Tournament, Barcelona, 1975. French Defence.

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-Q2 N-KB3 4 P-K5 KN-Q2 5 B-Q3 P-QB4 6 P-QB3 N-QB3 7 N-K2 P×P 8 P×P P-B3 9 P×P N×BP 10 0-0 B-Q3 11 N-KB3 Q-B2 12 N-B3 P-QR3 13 B-KN5 N-KN5!? 14 P-KR3 N-R3 15 B×N?! It looks extremely tempting to double and isolate Black's KR pawns, the more so since White can force Black to castle into his own smashed wing, but 15 Q-N1! is the best. 15... P×B 16 Q-K2 0-0! 17 QR-Q1 Q-N2.



The upshot of Black's original manoeuvre on moves 13 and 14 is the freedom to attack White's K along the KB and KN files. 18 K-R1 K-R1 19 B-N1 R-KN1 20 P-KN3 B-Q2 21 KR-K1 QR-KB1 22 N-K5 N×N 23 P×N B-B4 24 R-KB1 B-B3 25 Q-B2 R-B2 26 QR-K1 B×P! 27 R×B Q×NP White Resigned. This game was awarded the prize for the most original attack of the tournament.

THREE MODERN FEATURES

Chess, as it is played in modern tournaments, is placing ever more emphasis on its sporting aspects and this is bound to exert a special influence on the type of combinations played, particular circumstances that require them to be played, and possibilities for preparing them. I have divided up these influences under three headings: the clock, adjournment analysis and opening theory.

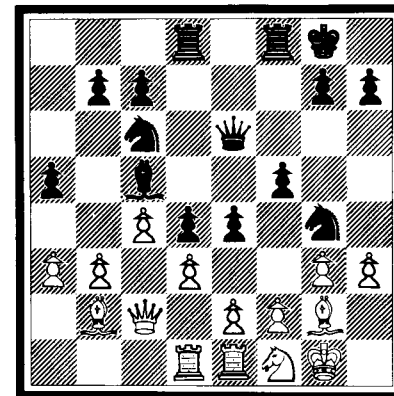
All three games were won by Mikhail Tal (World Champion 1960), the acknowledged genius of combinative play in the modern game, and I have taken examples from his play to prove conclusively that by this inquiry no aspersions are being cast on the native talents of the victor.

(i) The clock

Modern Tournament games are played at the rate of 40 moves per 2½ hours for each player (and 16 moves each subsequent hour). Overstepping the time limit results in forfeiture of the game.

Filip-Tal, Sochi, 1973. English Opening.

1 P-QB4 P-K4 2 N-QB3 P-Q3 3 P-KN3 B-K3 4 P-N3 P-Q4! 5 B-KN2 P-Q5 6 N-N1 N-QB3 7 P-Q3 Q-Q2 8 P-QR3 P-QR4 9 Q-B2 B-K2 10 N-Q2 P-B4 11 KN-B3 N-R3 12 0-0 0-0 13 B-N2 N-KN5 14 QR-Q1 QR-Q1 15 KR-K1 B-B4 16 N-N5 P-K5 17 N-B1 Q-K2 18 N×B Q×N 19 P-R3. Tal obviously has a promising position here, and continuing with 19... N-B3 he would maintain excellent prospects of victory. However, Filip was already suffering from acute time-shortage which prompted Tal to inaugurate a maze of complications. The practical advantages of this decision are apparent, but, objectively, Filip could have defended with much greater accuracy—given unlimited time perhaps, as in games from



the first half of the nineteenth century. 19... P-K6!? 20 P×N P-B5 21 B-Q5 R×B 22 P×R P×P+ 23 K×P P×P+ 24 K-N1 Q×NP 25 P×N Q-R6 26 P-K4 R-B7 27 Q×R P×Q+ 28 K×P P×P 29 R-K2 Q-R5+ 30 N-N3 B-Q3 31 P-K5 B×P 32 R-KN1 P-N3 33 R-K4. With 33 R×B! Q-B5+ 34 K-N2 Q×R 35 N-K4 White could have beaten off the attack, but time trouble often elevates unsound combinations into "sound" ones for practical purposes. 33... Q-R7+ 34 R-N2 B×N+ 35 K-B3 Q-R6 36 R×B Q-B8+ 37 K-N4 Q-B4+. White Resigns.

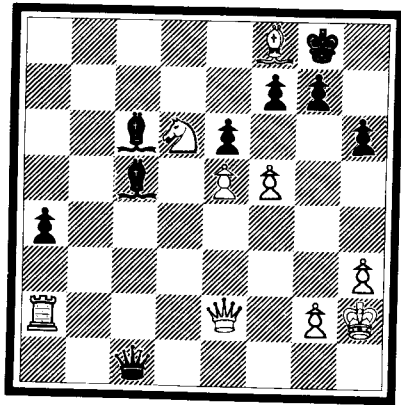
(ii) Adjournment analysis

When Staunton defeated St. Amant in their match at Paris in 1843 the function of the respective seconds was to give moral rather than analytical support. In fact very few adjournment pauses were allowed in this 21-game contest and the games frequently lasted 7 hours without a break. In modern international tournaments and matches the situation is quite otherwise: games unfinished after 5 hours are adjourned for a period ranging between 2 hours and 3 days, which gives ample scope for detailed adjournment analysis by the players and their aides.

Tal won the brilliancy prize for the following game, but the winning combination came about as a result of adjournment analysis by Tal and the Soviet team, although this fact does not exclude the possibility that he would have seen the combination even without adjourning.

Botterill-Tal, European Team Championship, Bath, 1973. Sicilian Defence

1 P-K4 P-QB4 2 N-KB3 P-K3 3 N-B3 P-QR3 4 P-Q4 P×P 5 N×P Q-B2
 6 B-Q3 N-KB3 7 0-0 N-B3 8 N-N3 P-QN4 9 B-N5 B-K2 10 Q-K2
 B-N2 11 QR-K1 P-Q3 12 P-QR3 P-N5 13 P×P N×NP 14 R-R1 0-0 15
 N-R5 B-B1 16 B-QB4 R-N1 17 P-B4 P-Q4 18 P-K5 B-B4+ 19 K-R1
 N-Q2 20 B-Q3 N×B 21 Q×N R×P 22 N-N3 B-N5 23 N-R2 N-B4?!
 (23... B-R6!=) 24 Q-Q4 B-R6 25 Q-B3 Q-N3 26 N-Q2 R×N 27 R×R
 B-N5 28 Q-N2 P-Q5 29 N-B4 Q-N4 30 Q×P B-N2 31 P-B3 N-N6 32
 Q-Q3 B-B4 33 R-Q1 P-R3 34 B-R4 B-R1 35 P-R3 P-QR4 36 K-R2
 P-R5 37 Q-K2 B-B3 38 N-Q6 Q-R4 39 P-B5 Q×P 40 B-K7? (40 R-B2 ±)
 40... N-B8 41 R×N Q×R 42 B×R. At this point the game was adjourned
 with resumption set for the next morning. In the interval Tal had found:



42... B-K6!! Threatening... B-B5+. 43 K-N3 B-KN4! 44 Q-B4. Or 44
 K-B2 B-R5+ 45 P-N3 B×P+ 46 K×B Q-N8+ 47 K-B4 Q-N4 mate.
 44... Q-K6+ 45 K-N4 B-R5! 46 B-K7 B×B 47 N×P P-R4+ 48 K×P
 B-K1 49 K-N4 P×P+ 50 K×P P-N3+ 51 K-N4 B-Q2+. White Resigns.

"Does a brilliant attack become less brilliant simply because it occurs
 after the adjournment?" (The Tournament Book.)

(iii) Opening theory

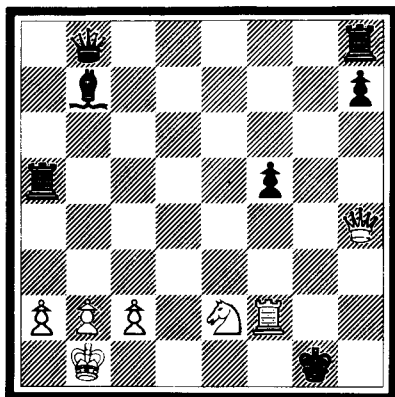
For modern tournament play exhaustive pre-match preparation is

regarded as an integral part of the struggle. Indeed, in many countries of
 the world (USSR and East Europe for example) chess masters are regarded
 as professional "sportsmen" and paid accordingly. With hundreds of
 tournaments on the national and international level taking place every year
 standards of knowledge (plus rates of acquiring knowledge) are constantly
 being raised, and, in addition, analytical investigations into critical lines
 are regularly published in the numerous specialist magazines of the chess
 media.

This massive flow of up-to-date information has resulted in very deep
 research into certain opening variations and also against types of opening
 employed by specific opponents. The opening knowledge of many modern
 masters is astronomical compared with that of their nineteenth-century
 counterparts. It can happen (and examples will occur later in this volume)
 that a player can win a game without having left the paths of his own pre-
 game analysis or the basic contours of another game already played. After
 Tal had won this brilliant game at Hastings, 1973/4, various spectators and
 participants in the tournament (including his opponent!) hastened to offer
 their congratulations, but Tal (modestly!?) disclaimed any credit for the
 victory. It seems that the identical idea had been employed in the USSR a
 couple of weeks before the Hastings event, and Tal knew of this, but Stean
 was still unaware of the Russian game. If it is any consolation to him the
 whole idea was later repeated in a tournament game in Scandinavia, thus
 claiming its third victim!

Tal-Stean, Hastings, 1973-4. Sicilian Defence.

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 P×P 4 N×P N-KB3 5 N-QB3
 P-QR3 6 B-KN5 P-K3 7 P-B4 QN-Q2 8 Q-B3 Q-B2 9 0-0-0 P-QN4 10
 B×P!? P×B 11 N/4xNP Q-N1 12 P-K5 B-N2 13 Q-K2 P×P 14 Q-B4
 B-B4 15 B×N P×B 16 R×N! B-K6+ 17 K-N1 K×R 18 R-Q1+ B-Q5. The
 previous game had continued (unbeknown to Stean) 18... K-K1 19
 N-B7+ K-B1 20 P×P—Vitolins-Anikaev, played in the USSR towards
 the end of 1973. 19 P×P P×P 20 N×B P×N 21 Q×QP+ K-K2 22 Q-B5+
 K-B3 23 R-B1+ K-N3 24 Q-K7 P-B4 25 Q×KP+ K-N2 26 Q-K7+
 K-N3 27 P-KR4 R-R4 28 P-R5+ K×P 29 Q-B7+ K-R5 30 Q-B6+ K-N6
 31 Q-N5+ K-R7 32 Q-R4+ K×P 33 R-B2+ K-N8 34 N-K2 mate.



CHAPTER 2

Before the Ark

ANY work which is even loosely connected with the history of ideas in chess must choose some arbitrary point in time at which to commence the inquiry—however, it seems to me that although all points are arbitrary (unless one tediously traces back the obscure path to the very origins of the game) some points are more arbitrary than others.

Réti's famous and admirable work *Masters of the Chessboard* starts with Morphy and Anderssen, as though Philidor had never existed, while Euwe's *Development of Chess Style* gives no clue as to the existence of such a great master as Staunton.

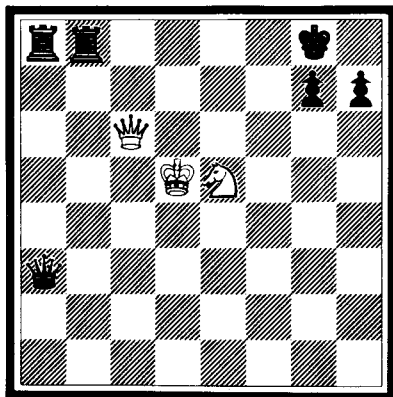
To understand Morphy in the context of his time one must also comprehend the extent and limits of the achievements of his predecessors; hence, in this chapter, I have attempted to scan (briefly it is true) combinative developments from the late fifteenth century (shortly after the pieces received their new and increased powers)* up to the advent of Morphy—who seemingly emerged fully armed, almost at birth, like some Pallas Athene of the chequered board. But chess did not start with Morphy, nor did it end with Fischer, so I hope the reader will also “excuse” my analysis of games that post-date Bobby Fischer's apparent retirement from World chess, which has obtained from 1972 to the time of writing (August 1976).

1

The chess work by Lucena of Salamanca appeared towards the end of the fifteenth century (probably in 1497) at the time when the Old Medieval chess was virtually moribund. Entitled “Repetición de Amores e Arte de Axedres”, it contained a certain amount of simple opening analysis plus a

*“When Gustavus Selenus wrote his chess work in 1616, the old game only survived in Germany in the village of Ströbeck. This village may quite well have been the last place on the continent of Europe where the old chess was regularly played.” (Murray, *A History of Chess*.) “Gustavus Selenus” was, in fact, the pseudonym for Augustus, Duke of Brunswick (1579-1666), author of *Das Schach oder König Spiel* and also an ancestor to Charles (1804-73), the deposed Duke of Brunswick who plays Morphy on page 2.

number of positions, including this smothered mate problem, which for some inexplicable reason has come to be known as “Philidor’s Legacy”.



The solution goes:

1 Q-K6+	K-R1
2 N-B7+	K-N1
3 N-R6++	K-R1
4 Q-N8+	R×Q
5 N-B7	mate.

This neat Q sacrifice—the most advanced combinative idea known at that time—must have seemed like a kind of miracle to Lucena’s readers and I imagine that it might also enchant newcomers to the game today.

2

Greco-N.N. Played *circa* 1630, at odds of KN (remove White’s KN). Bishop’s Opening.

What follows hardly deserves to be dignified by the name of “combination” but it merits inclusion in this collection on two counts: (1) it is one of the earliest sacrificial “games” on record; (2) Greco’s extremely basic sacrificial idea exploits the sensitivity of the KB2 square, and this sensitivity (of both f7 and f2, squares defended by the King alone) will recur in different guises and intensified forms throughout the course of this volume.

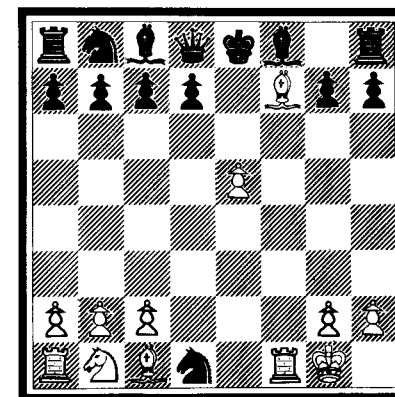
1 P-K4	P-K4
2 B-B4	N-KB3
3 P-Q4	N×P
4 P×P	N×P?!

Black gets in first with his blow against K-B2. If 5 K×N Q-R5+. However, Greco’s anonymous opponent was too ambitious and he should have realized that it was the master’s “prerogative” to strike successfully at the opponent’s KB2.

5 Q-Q!	N×Q??
--------	-------

Anything but this!

6 B×P+



“One can almost feel the hope, the triumph, and then the sad disillusionment of the odds taker in quick and exciting sequence.” (Tartakover.)

6 ...	K-K2
7 B-N5	mate.

3

A quaint precursor of Anderssen’s Immortal Game, although White’s play here lacks a similar ingredient of soundness. It is notwithstanding, a remarkable conception, in that White gives up the two rooks in their corners and only has Q and B left at the conclusion of his K hunt.

Bowdler-Conway. London, 1788 or 1796? Bishop's Opening.

1 P-K4	P-K4
2 B-B4	B-B4
3 P-Q3	P-QB3
4 Q-K2	P-Q3
5 P-B4	P×P
6 B×P?!	Q-N3

Seizing the chance to gain material by forking b2 and g1.

7 Q-B3	Q×P
--------	-----

By interposing 7... N-B3 Black could have maintained his threats.

8 B×P+	K-Q2
--------	------

But not 8... K×B? 9 B-K5+.

9 N-K2	Q×R
10 K-Q2	B-N5+

Going the whole hog. Since he already possesses an extra R Black should have sought consolidation with 10... N-B3 or 10... Q-B3.

11 QN-B3	B×N+
----------	------

An unnecessary exchange; 11... Q×R at once is superior.

12 N×B	Q×R
13 Q-N4+	K-B2
14 Q×P	

Did White overlook 14... N-Q2 15 Q×R Q×P+ followed by... KN-B3, when White's Q is immobilized?

14...	N-Q2
15 Q-N3?!	

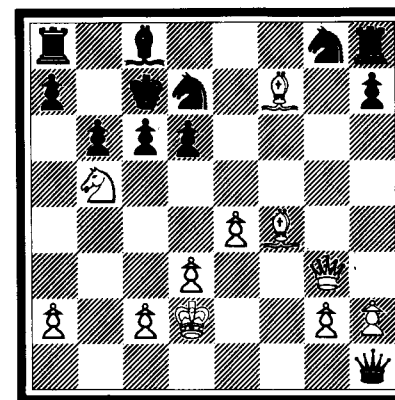
With 15 Q-Q4 White could draw, e.g. 15... Q×P+ 16 K-K1 N-K4 17 B×N P×B 18 Q×P+, and Black cannot escape perpetual check.

15...	P-N3?
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With this blunder Black brings the embarrassingly speculative stage of

this game to an end. 15... P-QN4 is a huge improvement, and 15... N-K4 would draw as before.

16 N-N5+!



Inaugurating a crisp combination which rescues the game from oblivion.

16...	P×N
17 B×P+	K-N2

If 17... K-Q1 18 B×N R×B (18... Q-R8 19 P-K5) 19 Q×R+ and mates.

18 B-Q5+	K-R3
19 P-Q4	P-N5
20 B×P	K-N4
21 P-B4+	K×B
22 Q-N3+	K-R4
23 Q-R3 mate.	

4

Atwood-Wilson, London, 1798, Philidor's Defence.

1 P-K4	P-K4
2 N-KB3	P-Q3
3 P-Q4	P-KB4

Philidor's counter-attack.

4 QP×P

Modern theory prefers 4 N-B3, although there seems to be nothing wrong with the text.

4...	BP×P
5 N-N5	P-Q4
6 P-K6	N-KR3
7 N-QB3	P-B3
8 KN×KP	

A "positional" sacrifice, which should, if successful, create favourable conditions for the appearance of *bona fide* combinations.

8...	P×N
9 Q-R5+	P-N3
10 Q-K5	R-N1
11 B×N	

A strong alternative is 11 B-KN5.

11...	B×B
12 R-Q1	
12...	Q-K2

More active is 12... Q-N4, as occurred in the celebrated consultation game Staunton and Owen vs. Morphy and Barnes, London, 1858. The continuation was 13 Q-B7 B×P 14 Q×NP P-K6 15 P-B3 Q-K2 16 Q×R K-B2. Now White played 17 N-K4 and lost, but in his notes Staunton later recommended 17 R-Q4! and concluded that White should win. In his book *Morphy's Games of Chess* P.W. Sergeant challenged this verdict, giving 17... R-QB1 18 B-B4 B×B 19 R×B Q-Q2 ("++") but then comes 20 N-K4! threatening R-N4/Q-N7/ and meeting 20... N-R3? with 21 Q×R Q×Q 22 N-Q6+.

13 B-B4	P-QN4
14 B-N3	P-R4

In the style of his time Wilson neglects development and consolidation (14... B-KN2) preferring to defend himself by counter-attack plus threats to gain material.

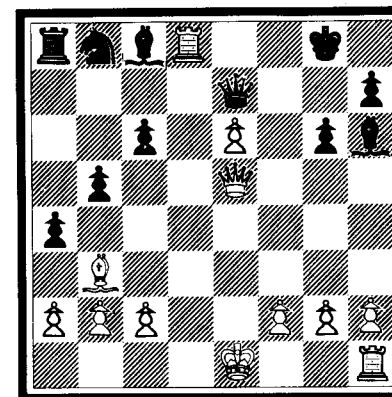
15 N×KP

The introduction to a finely calculated combination whereby Atwood forces a decision in his favour. If now 15... B-KN2 16 N-Q6+ K-Q1 17 Q-QB5 N-Q2 18 Q×BP R-N1 19 N×B winning; or 16... K-B1 17 Q-B4+ Q-B3 18 N×B Q×Q 19 R-Q8 mate.

15... P-R5

Consistent with his previous intentions. It seems as if the defender in those bygone days was almost morally obliged to accept every sacrifice offered.

16 N-B6+	K-B1
17 N×R	K×N
18 R-Q8+!	



18... Q×R

Or 18... B-B1 19 R×B+ Q×R 20 P-K7+ P×B 21 Q-R8+! K×Q 22 P×Q=Q mate.

19 P-K7+ Resigns.

Tartakover wrote of the antagonists in this relatively simple game: "Contemporaries of Philidor—who, however, was able to give them considerable odds—the contestants are representative of the best class of players of their day."

This suggests that the foremost players of the late eighteenth century had developed the art of combinative thinking to a fairly proficient degree, whereas their grasp of positional principles was comparatively retarded. The notable exception to this, of course, was Philidor himself.

5

François André Danican Philidor (September 7, 1726—August 25, 1795) dominated those contemporaries of his, whom he actually encountered, both over the board and in the realm of chess ideas. Bent Larsen has, provocatively, listed him as one of the foremost players of chess history (as Bobby Fischer did with Staunton) while Dr. Euwe wrote: “By illustrating his principles in his book *L'Analyse des Echecs*, Philidor laid the first stone in the edifice of modern chess. He took chess out of the narrow confines of Euclidean observation into the boundless realm of Cartesian thought.”

He did this by riveting attention on to the essential rôle of the pawns in chess. Far from being mere cannon-fodder for the officers (pieces) they were, in the eyes of this enlightened Frenchman, the very soul or spirit of the game. As Nimzowitsch was to express it almost two centuries later: “The entire struggle in chess, in essence, amounts to the opposition between two forces, namely the pawn’s tendency to advance (lust to expand) on the one hand, and the tendency to blockade the pawns on the other”—and this truth Philidor understood very well.

In spite of Philidor’s undisputed ascendancy over his contemporaries some difficulties arise when we seek for games to exemplify his combinative talent. In the first place only 60 (approx.) of his games survive, some incomplete, blindfold or simultaneous, many at odds and all played at the end of his life under “club” conditions and informally noted. This period is the very beginning of recorded games, genuine ones as opposed to dubious and probably invented examples.

In addition to this general problem there exists the more specific drawback of the “uncombative” nature of Philidor’s system. His games are not lacking in thematic combinations—what is really absent is the opportunist combination, particularly break-out combinations (pieces breaking pawn chains to release a flood of dynamic energy) which make openings like the Modern Defence (1 P-K4 P-KN3) and the King’s Indian playable. Philidor overlooked such possibilities because he believed in the pawn chain as the primary aggressive weapon. One recurring combinative theme

we do find in his games, however, is the sacrifice of a piece, or the exchange to create a pawn chain.

In order, therefore, to display Philidor’s combinative talent I have opted for some games he played at odds, since such handicap encounters compelled him to play more aggressively, and also allowed him to do so in view of the inferior nature of the opposition. Even at odds play Philidor shows a tendency to rely on judgement rather than exact calculation, vision and depth rather than soundness. In appreciating these games one should also remember the coffee-house conditions, rate of play and so on.

Atwood-Philidor, London, 1795.

Odds of Pawn and two moves. Remove Black’s KBP.

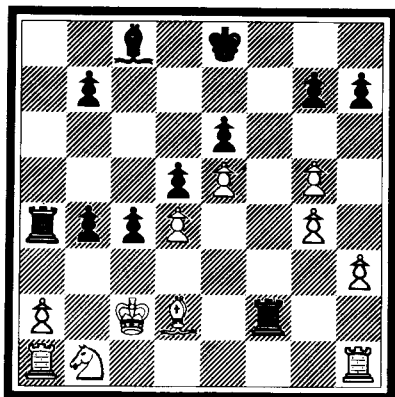
1 P-K4	—
2 P-Q4	P-K3
3 P-KB4	P-Q4
4 P-K5	P-B4
5 P-B3	QN-B3
6 N-B3	Q-N3
7 B-Q3	N-R3
8 Q-N3	P-B5
9 Q×Q	P×Q
10 B-B2	P-QN4
11 P-QN4	B×P!?

This should not succeed, but the creation of a Q-side pawn-mass does unbalance the position.

12 P×B	NxNP
13 K-Q2	N×B
14 K×N	P-N5
15 B-Q2	R-R5
16 P-KR3	R-B1
17 P-N4	N-B2
18 N-N5?	

This inopportune escapade gives Philidor his chance.

18 . . .	N×N
19 P×N	R-B7



By invading on the K-side Philidor creates serious threats, while White's newborn horde of pawns on the KR and KN files is never able to achieve much.

20 P-R4	P-N4
21 P-R5	P-N6+
22 K-N2	P-N5
23 P-N6	RP×P
24 KRP×P	B-R3
25 R-R8+	K-Q2

The remaining score has been lost but it seems that Black won. Tartakover gives as a plausible conclusion: 26 R-KN8 P×P 27 R×P+ K-B3 28 R×P R×B+ 29 N×R P-B6+ 30 K-N3 R×R 31 R-B7+ K×R 32 P-N7 R-N7+ 33 K-R4 P×N etc...

(a) **Philidor-Count Brühl**, London, *circa* 1790.

Odds of QN for KBP. (Remove White's QN and Black's KBP.)

1 P-K4	P-Q4
2 P-K5	B-B4
3 P-KN4	B-N3
4 P-KR4	P-KR4

The opening looks like a science fiction version of some games from the

1961 Tal-Botvinnik World Championship match, where Tal adopted the sequence 1 P-K4 P-QB3 2 P-Q4 P-Q4 3 P-K5.

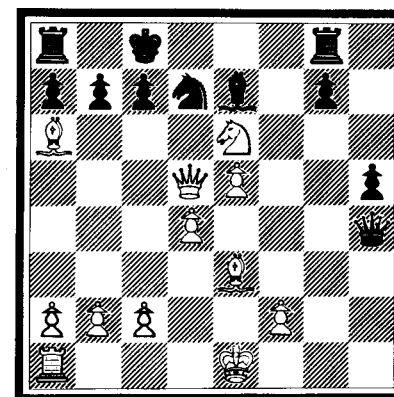
5 N-R3	Q-Q2
6 N-B4	B-B2
7 P-N5	Q-B4
8 P-Q4!	Q-K5+
9 Q-K2	Q×R
10 P-N6	P-K3?

Overlooking the check on b5. He had to consolidate with 10... P-B3 or 10... N-QB3 11 P×B+ K×P when White will continue B-K3 and 0-0-0 with (adequate?) compensation for the sacrificed material.

11 Q-N5+	N-Q2
12 P×B+	K-Q1
13 P×N=Q	R×Q
14 N×P+	K-B1
15 B-K3	Q×P
16 Q×QP	B-K2?

16... P-B3 was the last chance to defend.

17 B-QR6!



Leading to a precisely calculated, forced conclusion.

17... R-N1
 18 Q-B6! B-Q1
 19 B-KN5!

The final link in the combination. After 19... Q×B 20 N×Q B×N 21 Q-K6 White has a decisive material advantage. The score stops here, but we know that Philidor won. The most significant point about this game is that Philidor should have found it more congenial in the opening to sacrifice his KR for the sake of the initiative rather than abandon his central pawn wedge.

(b) **Philidor-Count Brühl**, London, *circa* 1790. Odds of QN for KBP as before.

1 P-K4 P-Q4
 2 P-K5 B-B4
 3 P-KN4 B-N3
 4 P-KR4 P-B4
 5 P-R5 B-R2
 6 P-QB3 P-K3
 7 P-KB4 N-QB3
 8 P-Q4 P×P
 9 P×P B-N5+
 10 K-B2!

Philidor grasped to perfection the necessity to avoid exchanges when in possession of a huge spatial advantage, and in comparison with this the displacement of the K is a minor evil. Doubtless his piece handicap contributed to this decision, but I imagine Philidor would also have chosen 10 K-B2! at level play.

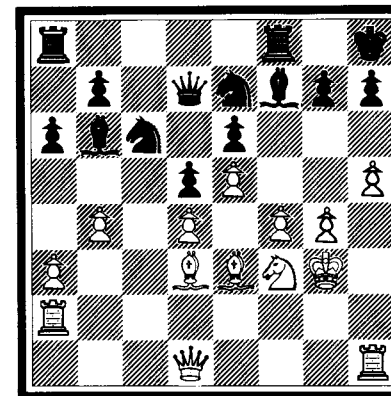
10... KN-K2
 11 N-B3 P-QR3

Black's moves are helpfully irrelevant; meanwhile Philidor continues with the construction of his grand edifice.

12 P-R3 B-R4
 13 P-N4 B-N3
 14 B-K3 0-0

The most lunatic area available as a refuge for his K. Black should have sought to organize... 0-0-0.

15 B-Q3 K-R1
 16 K-N3 Q-Q2
 17 R-QR2!



Philidor's typical constriction strategy has been much too successful to lead to much in the way of combination. Interestingly, Philidor's strategy in this game has echoes in two distinctly modern opening variations, although we can be almost sure that there was no direct influence involved:

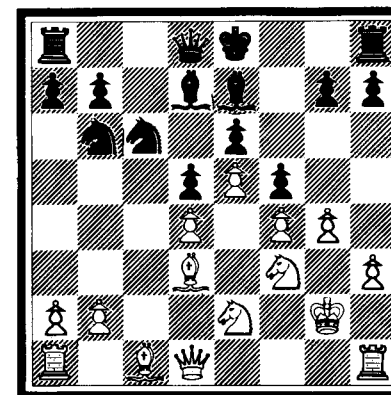
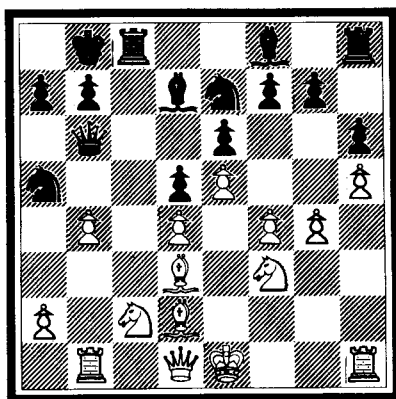


Diagram (a)

(b) Tal–Pachman, Bled 1961 (Tal’s speciality, first served up in his match with Botvinnik, as noted before):
1 P–K4 P–QB3 2 P–Q4 P–Q4 3 P–K5 B–B4 4 P–KR4 P–KR3 5 P–KN4
B–Q2 6 P–R5 P–QB4 7 P–QB3 P–K3 8 P–KB4 Q–N3 9 N–B3 N–QB3 10
N–R3 P×P 11 P×P 0–0–0 12 N–B2 K–N1 13 B–Q3 KN–K2 14 R–QN1
N–R4 15 B–Q2 R–B1 16 P–ON4. Tal won in 41 moves.



It is obvious that a thematic sacrifice is coming on KN6.

After 20... P×N 21 P×Pdis+ N-R3 White wins as he pleases since Black's K-side pieces lack decent moves.

21 $P \times N$	N-R3
22 $QR-R2$	$P \times P$

An extremely forlorn expedient but 24... B-N1 25 P-B5 or 24... B×B 25 Q×B R-B2 26 P-B5! is also +-.

and White mated in two with 28 Q×N! R×Q 29 R–R8 mate.

6

Although both of the Masters involved in the coming conflict enjoyed great reputations as adepts of the dashing attack and brilliant sacrifice, we witness here an example of the risky technique of defence based solely on acceptance of material employed, in fact, by the greater of the two when subjected to pressure. One of the lessons taught by Staunton and the English school of the 1840s and early 1850s was consolidation in defence, but perhaps the time was not yet ripe for such a message. With the onset of Anderssen and Morphy it was forgotten and neglected, until Steinitz introduced his own teachings on the matter later in the nineteenth century.

MacDonnell-De la Bourdonnais, Match 1834. King's Gambit.

1 P-K4	P-K4
2 P-KB4	P×P
3 N-KB3	P-KN4
4 B-B4	

White's opening in this game represents one of the most rudimentary attempts to assail the traditional weakness at f7.

4... P-N5

Black continues in chivalrous fashion as was the custom of the day.

5 N-B3

MacDonnell's speciality, in place of the normal 5 0-0.

5... P×N
6 0-0

MacDonnell also favoured 6 Q×P, as in game 54 of his series with De la Bourdonnais: 6... B-R3 7 P-Q4 N-QB3 8 0-0 N×P? 9 B×P+ K×B 10 Q-R5+ K-N2 11 B×P B×B 12 R×B N-KB3 13 Q-N5+ K-B2 14 QR-KB1. Black has devoured too much and now stands to lose.

6... P-QB3?

Somewhat of an irrelevancy. He should have tried to consolidate with 6... P-Q3 followed by ... B-K3.

7 Q×P Q-B3

8 P-K5

From now on it's sacrifice (and accept!) all the way.

8... Q×P

9 B×P+

The hallowed irruption.

9... K×B

10 P-Q4

Speedy mobilization is essential with White two pieces in arrears (by move 10!).

10... Q×P+

11 B-K3 Q-N2

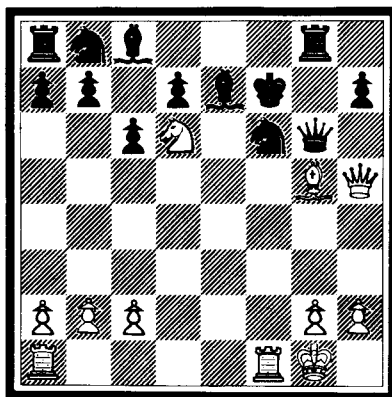
12 B×BP N-B3

13 N-K4 B-K2

14 B-N5 R-N1

15 Q-R5+ Q-N3

16 N-Q6+!



16... K-K3?

This rash advance is tantamount to suicide, but the lure of another sacrifice seems to exert magnetic power over the Black K. It was, however, high time to reverse his previous policy of maximum risk and seek security with 16... K-B1; after 17 B-R6+ R-N2 18 B×R+ K×B 19 Q-K5 B×N 20 Q×B. Black has three minor pieces for a R but the threat of QR-K1 is painful. But it could not have been worse than the move chosen.

17 QR-K1+! K×N

Black's peripatetic monarch is attractively doomed, e.g. 17... K-Q4 18 P-B4+ K-B4 19 B-K3++ K-N5 20 Q-B5+ K-R5 21 P-N3 mate.

18 B-B4 mate.

7

We have already encountered the vulnerability of the KB2 square as a sacrificial focus in fairly elementary form, but in the next example a more coherent theoretical theme emerges. From this game we can appreciate that the combinations which tend to congregate around f7 or f2 are not random inspirations but are subjugated to a definite pattern, and that the technique for mastering such sacrifices can be learnt.

Von der Lasa-Mayet, Berlin, 1839. Two Knights' Defence.

1 P-K4 P-K4

2 N-KB3 N-QB3

3 B-B4 N-B3

4 N-N5 P-Q4

5 P×P N×P

5... N-QR4 is an improvement. The text exposes his KB2 to a vicious assault.

6 N×BP

A most promising method—which hovers in an uncertain radius between combination and positional sacrifice—of drawing Black's K into the centre, but 6 P-Q4 is possibly even more convincing. However, the

significance of this game for our purposes is as an illustration of the susceptibility of KB7, so this objective consideration can be ignored.

6... K×N
7 Q-B3+ K-K3
8 N-B3 N-K2

A better defence is afforded by 8... N-N5, e.g. 9 Q-K4 P-B3 10 P-QR3 N-R3 11 P-Q4 N-B2 12 B-B4 K-B2 13 B×P B-K3 14 0-0 B-K2 and the outcome is not yet clear.

9 P-Q4 P-QN4

The theoretical scheme of the sacrificial concept employed in this game begins to emerge, for the text move actually represents a divergence from a previously played game which had reached the identical position. Polerio-Domenico, Rome, 1600, had gone instead: 9... P-B3 10 B-KN5 P-KR3 11 B×N/K7 B×B 12 0-0-0 R-B1 13 Q-K4 R×P 14 P×P B-N4+ 15 K-N1 R-Q7 16 P-KR4 R×R+ 17 R×R B×P 18 N×N P×N 19 R×P winning.

10 N×P

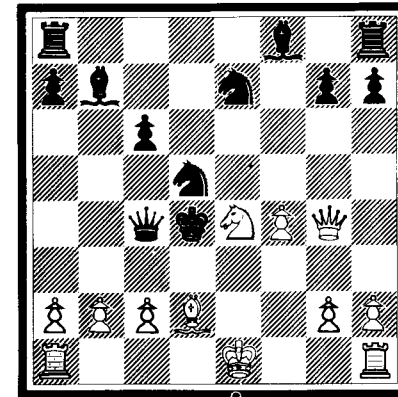
Another method of maintaining his momentum consists of 10 B×N+ N×B 11 B-N5 Q-Q2 12 0-0-0, but Von der Lasa's choice is also excellent in that it grants White a virtually material equivalent for his piece, in addition to his attacking chances.

10... P-B3
11 N-B3 Q-N3
12 P×P B-N2
13 N-K4! Q-N5+

Defence by acceptance, again, but even without this Black's game is doubtless indefensible.

14 B-Q2 Q×B
15 Q-N4+ K×P
16 P-B4+ K-Q5

Or 16... N×P 17 B×N+ K×N 18 B-Q6+ K-Q4 19 0-0-0+.



17 P-B3+?!

Also deserving of attention was the quiet 17 0-0-0 (17... Q×RP 18 B-B3++ K-B5 19 Q-K2 mate) but forcing lines of play, with check, were more popular at that time.

17... N×P
18 B×N+ K×N
19 P-B5+ K-Q4
20 0-0-0+ K-B4
21 P-N4+ K-N4
22 P-R4+ Resigns.

And the moral to be drawn from this game, and those of a similar genre? Let us quote Réti's words on the "Technique of Chess Combinations", from his great work *Masters of the Chessboard*. "There is a widespread notion that the faculty of devising combinations in chess cannot be acquired, but depends rather on an inborn power of calculation and imagination. Every experienced player knows, however, that this general opinion is erroneous, and that most combinations, indeed, practically all of them, are devised by recalling known elements, such as the famous B sacrifice on White's KB7, or KR7, which will not give the advanced player anything much to think about. That the power of combination can be developed by study really seems very natural after one considers both its

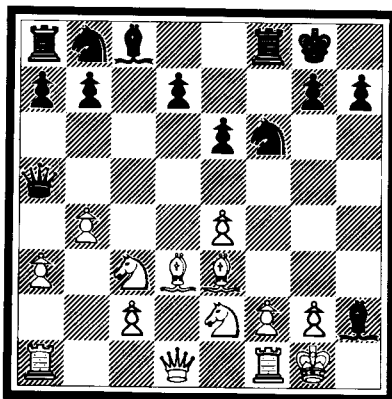
components separately. No-one will doubt that the ability to think a thing out tediously in advance can be practised, and as for the imagination which furnishes the necessary ideas and surprises for the combination it has been proved by psychologists that it cannot offer anything absolutely new, but, contenting itself with combining familiar elements, can be developed by increasing knowledge of such elements."

We have already observed a number of successful combinations directed against f7 (f2) but this particular sacrificial operation labours under the lack of a specific name, which might facilitate verbal recognition. The other famous sacrifice (against h7/h2) mentioned by Réti is happily distinguished by the title of the "Greek Gift" ... Timeo Danaos et dona ferentes", referring to the Trojan Horse of Greek mythology.

Before proceeding to more complicated matters it would be as well to elucidate this basic theme (a close relative of the f7/f2 sacrifice) with three crystal-clear examples: two played in the early days of chess science, and one, seemingly, played out of its proper time.

(a) Zytogorski-Staunton, Match game London, 1841. Played at odds of pawn and two moves (remove Black's KBP).

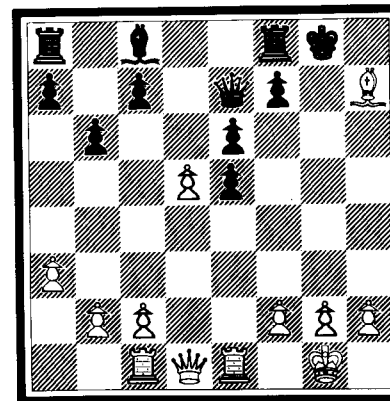
1 P-K4 -- 2 P-Q4 P-K3 3 B-Q3 P-B4 4 P×P Q-R4+ 5 N-B3 Q×BP 6 B-K3 Q-QR4 7 N-K2 B-Q3 8 0-0 N-KB3 9 P-QR3 0-0 10 P-QN4? B×P+!



11 K×B Q-R4+ 12 K-N1; or 12 K-N3 Q-N5+ 13 K-R2 Q-R5+ 14 K-N1 N-N5. 12 ... N-N5 White Resigns. If 13 R-K1 Q-R7+ 14 K-B1 N×B mate, or 13 B-KB4 R×B! and h2 can no longer be defended.

(b) Löwenthal-Staunton, Birmingham, 1858. Centre Counter.

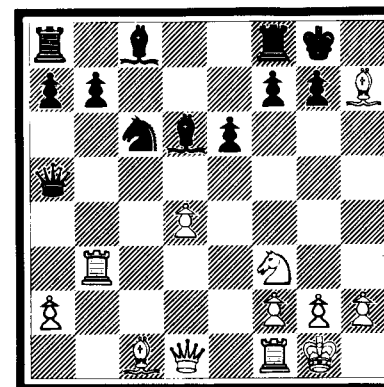
1 P-K4 P-Q4 2 P×P N-KB3 3 B-B4 N×P 4 P-Q4 P-K3 5 N-KB3 B-Q3 6 0-0 0-0 7 B-Q3 B-B5 8 QN-Q2 N-QB3 9 P-QR3 N-B3 10 N-K4 B×B 11 R×B Q-K2 12 R-K1 P-QN3 13 N×N+ P×N? 14 P-Q5 N-K4 15 N×N P×N 16 B×P+!



16 ... K×B 17 Q-R5+ K-N2 18 R-K3 R-KN1 19 R-N3+ K-B1 20 Q-R6+ K-K1 21 R×R+ K-Q2 22 P×P+ Q×P 23 R-Q1+ K-B3 24 Q×Q+ P×Q 25 R/1-Q8 Resigns.

(c) Markland-Klundert, Madrid, 1971 (!). Sicilian Defence.

1 P-K4 P-QB4 2 P-QB3 N-KB3 3 P-K5 N-Q4 4 P-Q4 P×P 5 P×P P-Q3 6 N-KB3 N-QB3 7 N-B3 N×N 8 P×N P-K3 9 P×P B×P 10 B8Q3 Q-R4? 11 0-0 Q×BP? 12 R-N1 0-0? 13 R-N3 Q-R4 14 B×P+!



Black has been asking for this. **14 ... K×B 15 N-N5+ K-N3 16 R-KR3 B-Q2** or **16 ... K-B3 17 N-K4+ K-K2 18 N×B K×N 19 B-R3+ 17 N-K4 Black Resigns.**

8

A commonly held view about the prevalent style of chess from about 1800 up to the 1850s has been eloquently expressed by the ex-World Champion Dr. Euwe, in his book *The Development of Chess Style*: “Material, and pawns in particular, counted for little. Gambits were played by choice and other openings were treated in similar style. Everything turned on attack and counter-attack. Passive play, defence, refusal of sacrifices, the giving of one’s attention to such ‘miserable’ objectives as the setting up of a pawn phalanx—these and all such ideas were right outside the mentality of the chess player of the 1st half of the 19th century. He was spellbound by the beauty of combination. . . .”

In my opinion, however, this popular conception is erroneous, in that it underestimates the contribution to chess thought and practice of the English School of the 1840s and early 1850s, which numbered such masters as Staunton, Williams, Wyvill and Buckle, all of them essentially positional players, who developed with Philidor’s theory of pawn flexibility the maximum operation of the pieces.

When Staunton launched a combination there was usually nothing speculative or “Romantic” about it. His sacrificial *modus operandi* was characterised by analytically calculable returns, with the exception of cases where he was facing manifestly inferior opposition.

Staunton-Cochrane, played at London in 1842. Evans Gambit.

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	B-B4
4 P-QN4	

At this period the Evans Gambit was probably the most popular opening in master play. In 1843 and subsequent years, however, Staunton made extensive use of 1 P-QB4 (the English Opening—so named in his honour)

which fact also tends to refute the notion that play before 1850 was exclusively “Romantic”.

4 ...	B×NP
5 P-B3	B-R4
6 0-0	B-N3
7 P-Q4	P×P
8 N×P?!	

It looks more consistent to recapture with the pawn or to insert 8 Q-N3. The text is only justified by Black’s reply!

8 ...	B×N?
--------------	-------------

A weak move which unites White’s pawns, surrenders the bishop-pair and undermines his own dark squares. Dr. Euwe’s description of the play prior to 1850 was certainly closer to the mark in Cochrane’s case.

9 P×B	P-Q3
10 P-B4	N-B3
11 P-K5	

Staunton’s mobile pawn-phalanx makes an important stride forwards while Black’s K still languishes in the centre.

11 ...	P×P
12 BP×P	N-Q4
13 B-R3	B-K3
14 Q-Q3	QN-K2

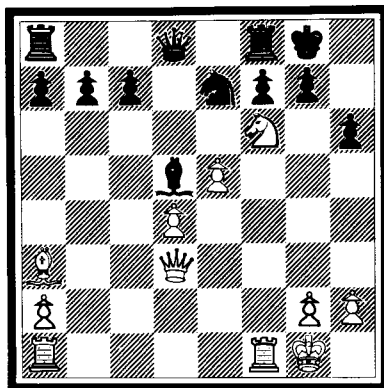
A contortion necessary to achieve castling.

15 N-Q2	0-0
16 N-K4	P-KR3

Preventing 17 N-N5, but falling victim to a neat combination which forces a decisive material gain.

17 KB×N	B×B
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In fact it would have been better to surrender the exchange at once with 17 ... N×B. Now White’s combination runs like clockwork.

18 N-B6+!**18... P×N**

Obviously not 18... K-R1 19 Q-R7 mate.

19 B×N**Q×B****20 Q-N3+****K-R2****21 P×P****KR-KN1**

The only defence, but inadequate.

22 P×Q**R×Q****23 P×R****R-K1****24 QR-K1****B-K3****25 R-K5****Resigns.****9**

When attempting to do full justice to the achievements of a man who played games distinguished with such titles as the Immortal and the Evergreen one inevitably runs up against the problem of over-exposure. It is a difficulty that will recur from this point on, for the best games produced since the time of Anderssen have received a large amount of publicity. But to exclude such games from this volume would be to deprive some readers of the most remarkable feats of the chess intellect and imagination—games which have inspired future generations of Masters and Grandmasters, and thus represent a vital portion of our chess heritage. For these reasons it

seems worthwhile, in this particular case, to risk presentation of games already familiar to the reader.

In support of my contention that such famous inspirational masterpieces cannot be ignored I quote some words from Nimzowitsch's autobiography concerning his first lessons in chess at the age of 8: "About three weeks after my first lesson my Father showed me some combinations, including a smothered mate, and three months after that as a reward for progress at school, he demonstrated to me Anderssen's Immortal Game; I not only understood it, but at once fell passionately in love with it."

THE IMMORTAL GAME

Anderssen-Kieseritzky, played at London in 1851 (but not in the tournament) King's Gambit.

1 P-K4**P-K4****2 P-KB4****P×P****3 B-B4****Q-R5+****4 K-B1****P-QN4?!**

Bryan's counter-gambit, and to modern eyes a very dubious idea. For his pawn Black temporarily lures White's KB from its attacking post on the a2-g8 diagonal, gains the possibility of protecting b5 and d5 with tempo (... P-QB3) and creates an alternative avenue of development for his QB. In 1851 all this could be regarded, even by masters, as sufficient compensation for a pawn, in spite of the fact that Black also wrecks his Q-side pawn-structure with this rash move.

5 B×NP**N-KB3**

A game Anderssen-Löwenthal, also played at London in 1851 (outside the tournament), varied from this with 5... P-KN4, and Anderssen scored another smashing sacrificial victory:

6 N-QB3 B-N2 7 P-Q4 N-K2 8 N-B3 Q-R4 9 P-KR4 P-KR3 10 P-K5 N-B4 11 K-N1 N-N6 12 R-R2 Q-N3 13 N-Q5 K-Q1 14 P×P P×P 15 R×R+ B×R 16 N×NP! Q×N 17 B×BP Q-R5 18 B×N Q×B 19 Q-R5 Q-N2 20 Q-R4+ Resigns.

6 N-KB3**Q-R3****7 P-Q3****N-R4?**

A transparent threat which is easily parried; 7... B-N2! is best.

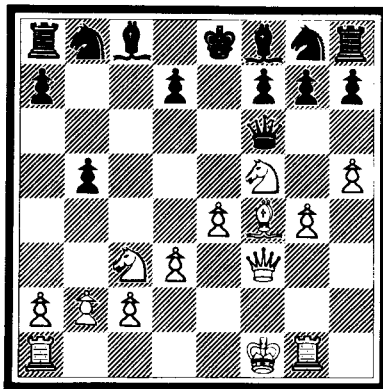
8 N-R4	Q-N4
9 N-B5	P-QB3
10 P-KN4	N-B3?

Better would have been 10... P×B 11 P×N, but Kieseritzky obviously expected to win White's KN pawn (11 B-B4 Q×P). Instead of this, Anderssen offers a positional sacrifice of his KB.

11 R-N1!	P×B
12 P-KR4	Q-N3
13 P-R5	Q-N4
14 Q-B3	

With the terrible threat of B×P, netting Black's Q. In view of this Black is obliged to reverse his developmental process.

14...	N-N1
15 B×P	Q-B3
16 N-B3	



White clearly has sufficient positional compensation for his piece, since Black's development is non-existent, his K is exposed and his pawn-structure is full of holes. Black's best defence is 16... B-N2 but after 17 N×QNP White also enjoys a virtual material equivalent.

16...	B-B4?
17 N-Q5!?	

Anderssen translates his positional superiority into a grandiose combination and he must already have envisaged the fantastic mate at move 23

when he played his move. However, in view of the numerous sub-variations *en route* to the desired beautiful conclusion (in one of which Black can escape into an ending only one pawn down) a purely objective player might have rejected the "Romantic" 17 N-Q5!? in favour of the bulldozer-like 17 P-Q4 B-K2 (or... B-N3) 18 N-Q5 when Black is prosaically crushed.

17...	Q×P
18 B-Q6	Q×R+

(It should be noted that some sources give the move-order 18... B×R 19 P-K5 Q×R+ 20 K-K2.)

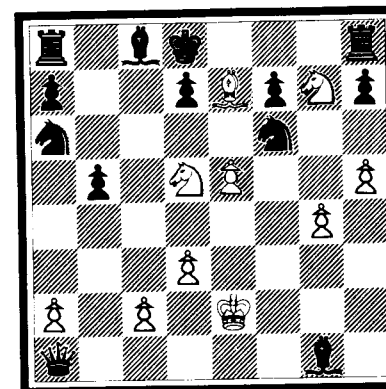
19 K-K2	B×R?
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Defence by acceptance once again. After 19... Q-N7 the situation is still obscure.

20 P-K5	N-QR3
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The final mistake which allows Anderssen to bring matters to a sparkling, forced conclusion. It is typical for the times that Kieseritzky should fail to prevent the brilliancy by missing the toughest defence, 20... B-R3, which limits White to a winning ending: 20... B-R3! 21 N-B7+ K-Q1 22 N×B B-N3 23 Q×R Q-B6 24 Q×N+ Q-B1 25 Q×Q+ K×Q 26 B-B8 P-R3 27 N-Q6+ K-Q1 28 N×P+ K-K1 29 N×R K×B 30 N-N6+ K-B2 31 P-B3 K-K3 32 P-K4 and White should win with his extra pawn. If, instead, 22... Q-B6 23 B-B7+ Q×B 24 N×Q K×N 25 Q×R N-R3 26 N-Q6 and Black is too badly tied up to offer effective resistance.

21 N×P+	K-Q1
22 Q-B6+!	N×Q
23 B-K7	mate.

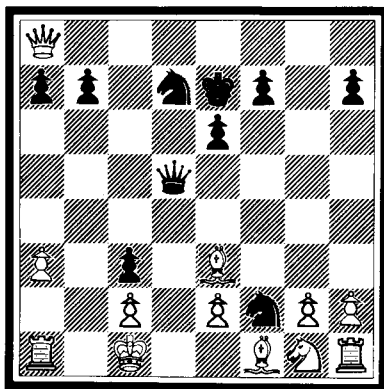


IMMORTAL EPIGONI

Just as the Immortal Game had its (admittedly rather feeble) forerunner in Bowdler-Conway, so this sublime masterpiece also caused reverberations in the master praxis of subsequent decades, as the following three games demonstrate. The Immortal theme, however, depends for its successful operation on remarkably deficient development on the part of the victim, hence this particular brand of combination is rarely to be found in the more sophisticated atmosphere of contemporary master chess.

(a) Fleissig-Schlechter, Vienna, 1895. 1 P-QN4.

1 P-QN4 P-K3 2 B-N2 N-KB3 3 P-QR3 P-B4 4 P-N5 P-Q4 5 P-Q4 Q-R4+ 6 N-B3 N-K5 7 Q-Q3 P×P-Q×PB-B4 9 Q×NP B×P+ 10 K-Q1 P-Q5! 11 Q×R+ K-K2 12 Q×B P×N 13 B-B1 N-Q2!! 14 Q×R Q×NP 15 B-B4 Q-Q4+ 16 K-B1 B-K6+ 17 B×B N-B7

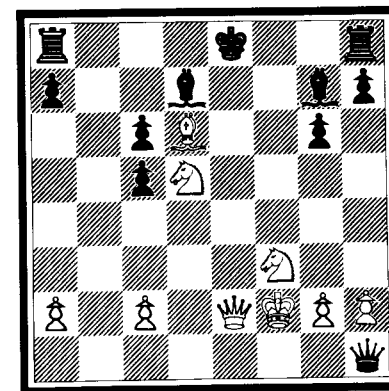


White Resigns. (18 B×N Q-Q7+ 19 K-N1 Q-Q8+ 20 K-R2 Q×BP mate).

(b) Réti-Euwe, Amsterdam, 1920 (Match). Dutch Defence.

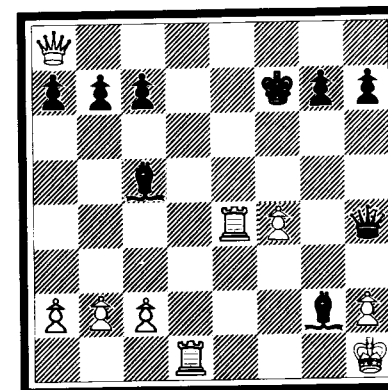
1 P-Q4 P-KB4 2 P-K4 P×P 3 N-QB3 N-KB3 4 B-KN5 P-KN3 5 P-B3 P×P 6 N×P B-N2 7 B-Q3 P-B4 8 P-Q5 Q-N3 9 Q-Q2 Q×P 10 R-QN1 N×P 11 N×N! Q×R+ 12 K-B2 Q×R 13 B×P P-Q3 14 B×P N-B3 15

B-N5 B-Q2 16 B×N P×B 17 Q-K2+ Resigns.



(c) Euwe-Réti(!), Amsterdam (Match). Two Knights' Defence.

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 N-B3 4 P-Q4 P×P 5 0-0 N×P 6 R-K1 P-Q4 7 B×P Q×B 8 N-B3 Q-QR4 9 N×P N×N 10 Q×N P-KB4 11 B-N5 Q-B4 12 Q-Q+ K-B2 13 N×N P×N 14 QR-Q1 B-Q3! 15 Q×R Q×B 16 P-KB4 Q-R5 17 R×P B-KR6!! 18 Q×R B-B4+ 19 K-R1 B×P+



20 K×B Q-N5+ 21 K-B1 Q-B6+ 22 K-K1 Q-B7 mate. A mini-immortal with a difference, in that White succumbed despite his rapid development, which included K-side castling.

Perhaps Réti had these two games in mind (and the Immortal!) when he claimed that it was possible to learn the technique of combinations.

10

THE EVERGREEN GAME

Anderssen-Dufresne (the pseudonym of a Berlin amateur). Berlin, 1853.
Evans Gambit.

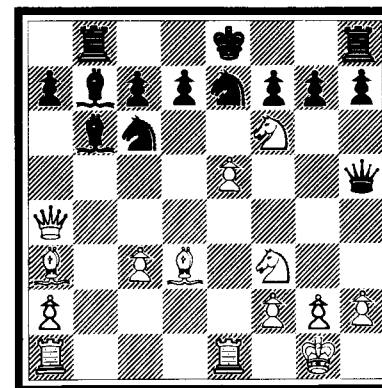
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	B-B4
4 P-QN4	B×NP
5 P-B3	B-R4
6 P-Q4	P×P
7 0-0	P-Q6
8 Q-N3	Q-B3
9 P-K5	Q-N3
10 R-K1	KN-K2
11 B-R3	P-QN4?!

A characteristically violent bid for counterplay, which has certain affinities with Bryan's counter-gambit.

12 Q×NP	R-QN1
13 Q-R4	B-N3
14 QN-Q2	B-N2
15 N-K4	Q-B4
16 B×P	Q-R4

White's positional advantage is vast, e.g. 17 N-N3 Q-R3 18 B-QB1 Q-K3 19 B-QB4, and Black's days are numbered, but in that case this game would not have become memorable.

17 N-B6+!?



Investing a piece to keep Black's K in the centre, and envisaging a fantastic mating combination to come. In fact this brilliant move makes the winning process more complex, but given the choice between a simple victory and a combinational adventure, Anderssen tended to prefer the latter.

17...	P×N
18 P×P	R-N1
19 QR-Q1	Q×N

19... R-N5 has variously been suggested as a saving line, but then Ivkov gives: 20 P-B4 R-B5 21 B-N6!! B×P+ 22 K-B1! Q-N5 23 R×N+ N×R 24 B×P+ K×B 25 N-K5+ and wins.

20 R×N+	N×R
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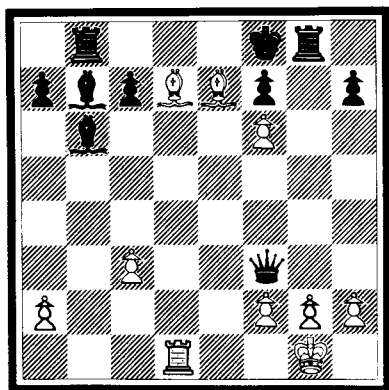
The conclusive error. Necessary was 20... K-Q1! 21 R×P+ K-B1 22 R-Q8+! K×R (22... N×R 23 Q-Q7+ K×Q 24 B-B5++ and B-Q7 mate) 23 B-B5+ Q×R 24 Q×Q+ N-Q5 25 P-N3! B-Q4 26 P×N although White already enjoys a material advantage and will soon begin to prey on Black's K-side pawns.

21 Q×P+!

The coup Black had overlooked. The whole combination is a wonderful testimony to Anderssen's depth of vision.

21...	K×Q
22 B-B5++	K-K1

23 B-Q7+ K-B1
24 B×N mate.



Delivering mate with a B on e7 must have been Anderssen's favourite (see also 23 B-K7 mate vs. Kieseritzky).

CHAPTER 3

From Morphy to Fischer

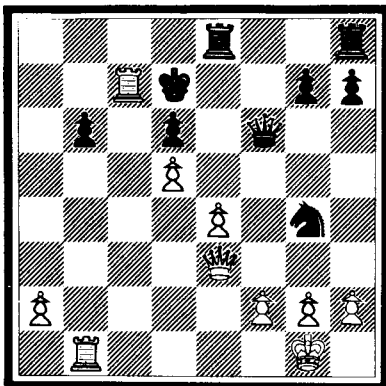
IF ONE studies any one of the various near-complete collections of Morphy's games one is struck by something rather strange. At least I was: the relative absence in his games of truly brilliant combinations. Of course, everyone knows about his fabulous Q sacrifice vs. Paulsen or his delightful victory against the aristocratic duo, Brunswick and Isouard, but what else is there to compare with immense number of brilliant games produced by Anderssen, or even Steinitz?

It seems to me that Morphy's understanding of chess, and his sight of the board, were so far in advance of his contemporaries that, in the main, it was only necessary for his shattering combinative weapon to be drawn in trivially easy circumstances, or even in positions so overwhelming that his opponent might already have been excused for resigning, thus sparing himself the humiliation of the sacrificial altar. Nevertheless, the ease with which Morphy created crushing positions, and his faculty for dealing the combinative death-blow must have seemed an almost superhuman feat of the imagination to the chess enthusiast of the day.

Let us now proceed to examine some specimens of his play in the light of these remarks.

(a) **Morphy-Löwenthal**, London, 1859. Evans Gambit.

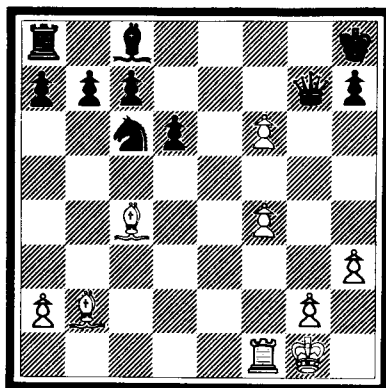
1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 P-QN4 B×NP 5 P-B3 B-B4 6 O-O P-Q3 7 P-Q4 P×P - P×P B-N3 9 P-Q5 N-K4 10 N×N P×N 11 B-N2 Q-K2? 12 B-N5+ B-Q2? 13 B×B+ K×B 14 Q-N4+ P-B4 15 Q×P+ K-K1 16 B×P. Black's resistance has been deplorable and he might well have resigned here. 16... N-R3 17 Q-B4 K-Q2 18 N-Q2 QR-K1 19 N-B4 B-B4 20 QR-Q1 B-Q3 21 B×B P×B 22 R-N1 P-QN3 23 KR-B1 Q-B3 24 Q-K3 N-N5 25 N×P+. Very pretty, but it is only a little extra icing on a cake long since baked. 25... P×N 26 R-B7+



26...K-Q1. Or 26...K×R Q×P+ K-Q2 28 Q-R7+ K-Q1 29 R-N8 mate. 27 Q×P Q×P+ 28 Q×Q N×Q 29 R-R7! N-R6+ 30 P×N K-B1 31 K-B2 and Black Resigned.

(b) Morphy-N.N., New Orleans, 1858. Evans Gambit.

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 P-QN4 B×NP 5 P-B3 B-R4 6 P-Q4 P×P 7 0-0 P×P 8 B-R3 P-Q3 9 Q-N3 N-R3 10 N×P B×N?! 11 Q×B 0-0 12 QR-Q1 KN-N5 13 P-R3 KN-K4 14 N×N N×N 15 B-K2 P-KB4? An atrocious positional blunder which weakens the diagonals towards his K. With his opponent in possession of the B-pair he should have closed the position with 15...P-KB3. 16 P-B4 N-B3 17 B-B4+ K-R1 18 B-N2 Q-K2 19 QR-K1 R-B3 to make way for the Q. 20 P×P Q-B1 21 R-K8! The conclusion devised by Morphy is dazzling, but not difficult to see or to calculate. 21...Q×R 22 Q×R Q-K2 23 Q×NP+ Q×Q 24 P-B6



24...Q×P+. Not allowing Morphy the full glory of his conception: 24...Q-B1 25 P-B7+ N-K4 26 P×NP-KR4 27 P-K6+ K-R2 28 B-Q3+ K-R3 29 R-B6+ K-N4 30 R-N6+ K-B5 31 K-B2 and mate by P-N3 or R-N4. 25 K×Q B×P+ 26 K×B P-KR4 27 R-KN1 and Black Resigned.

Although we must admire the elegance with which Morphy invents these beautiful combinations, there is a missing dimension in both examples. In so many of Morphy's masterpieces one senses the lack of genuine opposition to his ideas. Paradoxically, it may be that the really brilliant games occur when the opposing forces tend towards an approximate levelling out in strength.

11

As a public relations effort Morphy's sixth game of his Finals Match with Louis Paulsen from New York, 1857, could hardly have been bettered. In his very first serious tournament Morphy not only gained top prize, but defeated his nearest rival, a European Master, by the score of +5=2-1, including the following brilliant Q sacrifice. Such a game played in such circumstances would have been quite sufficient to convince the chess fraternity of his day that Morphy's opponents were fated to perish from stunning combinations. Lasker, however, viewing Morphy's achievements from a more distant and objective standpoint, attributed his success to the scientific application of logical principles, and his victories to a gradual development of forces which crushed his opponent with cumulative effect. The combinative element would arise naturally from his superior demonstration of chess generalship—it was not an untamed, demonic force, bursting wildly into flame every time Morphy's hand reached out to touch a piece.

Paulsen-Morphy, 6th Match Game, New York Tournament 1857. Four Knights' Game.

1 P-K4	P-K4
2 N-KB3	N-QB3
3 N-B3	N-B3
4 B-N5	B-B4

Fluid development typical of Morphy, but the symmetrical 4...B-N5 is more reliable.

5 0-0	0-0
6 N×P	

Introducing a simple exchanging combination, known as the “fork trick”, e.g. 6... N×N 7 P-Q4 and White stands better.

6... R-K1
7 N×N

Not bad, since it impairs Black’s Q-side pawn structure, but the most incisive course is 7 N-B3 N×P 8 P-Q4 N×N 9 P×N followed by P-Q5.

7... QP×N
8 B-B4

Superior is 8 B-K2, for Black now has the opportunity of introducing a powerful attack with 8... N-N5.

8... P-QN4?!

Of course Morphy does not fall for our old friend 8... N×P? 9 N×N R×N 10 B×P+ and 11 Q-B3+.

9 B-K2 N×P
10 N×N R×N
11 B-B3

Here Paulsen should have tried 11 P-QB3 while his KB defended d3.

11... R-K3
12 P-QB3?

The less ambitious 12 P-Q3 is preferable.

12... Q-Q6!

To a modern player it seems only natural to occupy this key square, simultaneously hamstringing White’s development, but to Paulsen the move must have come as something of a revelation. Interestingly, White still has chances for successful resistance, even after this body-blow—a comment on the concealed resources of the chess-board.

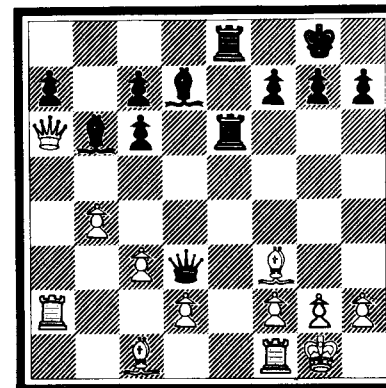
13 P-QN4 B-N3
14 P-QR4! P×P
15 Q×P

The counter-idea emerges, but Paulsen implements it in a faulty fashion, since he underestimates the combinative potential of Black’s position.

15... B-Q2
16 R-R2?

Pointless. With 16 Q-R6 at once White can repair much of the damage.

16... QR-K1
17 Q-R6



I doubt if Paulsen, or anyone else present at the Congress, had the slightest inkling of the shattering response Morphy had planned.

17... Q×B!!

The million dollar PR move.

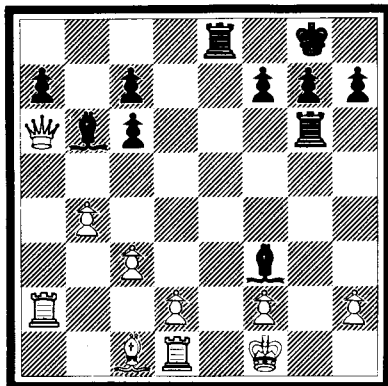
18 P×Q R-N3+
19 K-R1 B-R6

The combinative process arises quite naturally from Black’s superior, effective and concentrated development.

20 R-Q1

Or 20 R-N1 B-N7+! 21 R×B R-K8+.

20... B-N7+
21 K-N1 B×P(f3)dis+
22 K-B1



22... B-N7+

Missing the more expeditious 22... R-N7 23 Q-Q3 R×P+ 24 K-N1 R-N7+ 25 K moves R-N8 mate (Steinitz)

23 K-N1 B-R6+

Quicker is 23... B-K5dis+ 24 K-B1 B-KB4 25 Q-K2 B-R6+ 26 K-K1 R-N8 mate (Maroczy).

24 K-R1 B×P
25 Q-B1 B×Q
26 R×B R-K7
27 R-R1 R-R3
28 P-Q4 B-K6 White Resigns.

In many ways an undistinguished game, both before and after the sacrifice, but Morphy's splendid conception on move 17 redeems all.

12

The merit of Morphy's combination in the following game is enhanced, in my eyes, by the fact that his demolished opponent was a master of the very first rank. Nevertheless (as in the game Kolisch-Anderssen) one must express surprise that Anderssen, an accomplished practitioner of the combinative vein, should succumb so rapidly to a direct sacrificial onslaught.

Morphy-Anderssen, 9th Match Game, Paris, 1858. Sicilian Defence.

1 P-K4 P-QB4
2 P-Q4 P×P
3 N-KB3 N-QB3
4 N×P P-K3
5 N-N5 P-Q3
6 B-KB4 P-K4
7 B-K3 P-B4?!

"To dare to embark on a counter-attack in such an exposed position is to challenge the logic of things." (Tartakover.) Fischer-Petrosian, 1st Match game, Buenos Aires, 1971, went 7... N-B3 8 B-N5 B-K3 9 QN-B3 P-QR3 10 B×N P×B 11 N-R3 P-Q4! 12 P×P B×N 13 P×B Q-R4. Black obtained a good position, but later lost. Szen-Anderssen, 2nd game, London, 1851, saw yet another divergence: 7... P-QR3 8 N/5-B3 B-K3 9 N-Q5 B×N 10 Q×B N-B3 11 Q-N3 P-Q4 12 Q×NP N-QN5 13 N-R3 N×KP with sharp play from which Szen eventually won.

8 QN-B3 P-B5

It is too late for 8... P-QR3, e.g. 9 N-Q5 P×N 10 B-N6 followed by N-B7+ and the raider will escape.

9 N-Q5!

It would be too degrading for Morphy to retreat, although the positional 9 B-B1 is by no means bad, since Black has already wrecked his own pawn-structure. The combination launched by the text does, however, possess the merit of being absolutely sound.

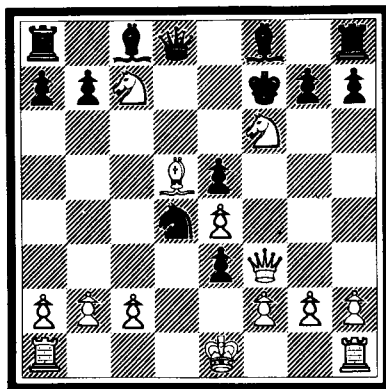
9... P×B
10 N/QN5-B7+ K-B2
11 Q-B3+?!

This cavalier continuation is actually less convincing than 11 N×R P×P+ 12 K×P Q-R5+ 13 P-N3 Q×KP 14 B-N2, etc.

11... N-B3
12 B-B4 N-Q5

The only defensive possibility. To insert 12... P×P+ 13 Q×P would deprive Black of this useful tempo and leave him without resource against the discovered check.

13 N×N+ P-Q4!
14 B×P+



14... K-N3?

Overlooking the possibility of a fresh sacrifice. Black could try to struggle on in an ending with 14... Q×B 15 N×Q+ N×Q+ 16 P×N P×P+ 17 K×P B-B4+ 18 K-K2 R-QN1, but the best move is 14... K-K2! when White, indeed, has a powerful attack, but also a bewildering number of pieces en prise. After 14... K-K2! there is a long forced line analysed out by Zukertort and Maroczy: 15 Q-R5 P×N 16 Q-B7+ K-Q3 17 N×R N×P+ 18 K-K2 Q-K2 (18... N×R 19 B×P N-B7 20 P×P! and R-Q1) 19 Q×Q+ B×Q 20 QR-QB1 N-Q5+ 21 K×P B-Q2 22 R-B7 R×N 23 R×P. Here Z and M give 23... B-B3, which is absurdly passive. Much stronger is 23... R-QB1! threatening... R-B7 and... P-B4, which surely merits an assessment of unclear. How much of this did Morphy see? I suspect very little, since the records reveal that he took less than 30 minutes for the whole game! In that case should he be censured for "missing" 11 N×R? To this we must oppose Lasker's remark that Morphy was an artist, not a butcher, and in the mid-nineteenth century butchery had not yet become a necessity for the chess master. In 1858 one did not lose rating points if one's brilliant combination turned out to be not quite sound.

15 Q-R5+! K×N
16 P×P N×P+

Premature desperation, although Black still loses after 16... Q×N 17 P×N! B-N5+ 18 P-B3 B×P+ 19 K-K2 K-K2 20 KR-KB1.

17 K-K2 Resigns.

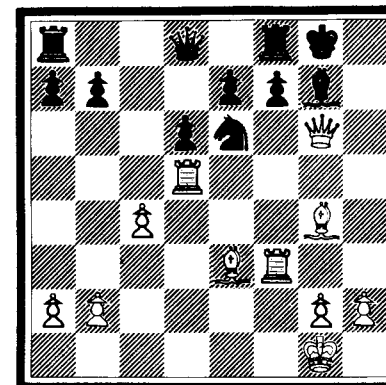
(17... Q×N 18 KR-B1+ K-K2 19 R-B7+ K-Q3 20 R×Q K×R 21 R-QB1, etc).

Two games which show that Morphy's principles have been completely assimilated by modern masters and grandmasters.

(a) **Larsen-Petrosian**, Santa Monica, 1966. Sicilian Defence, Accelerated Fianchetto.

Is it too fanciful to suggest that Larsen—consciously or subconsciously—recalled Morphy's 17... Q×B!! when he sacrificed his own Q against Petrosian's K-side fortifications?

1 P-K4 P-QB4 2 N-KB3 N-QB3 3 P-Q4 P×P 4 N×P P-KN3 5 B-K3 B-N2 6 P-QB4 N-B3 7 N-QB3 N-KN5 8 Q×N N×N 9 Q-Q1 N-K3 10 Q-Q2 P-Q3 11 B-K2 B-Q2 12 0-0-0 13 QR-Q1 B-QB3 14 N-Q5 R-K1. Petrosian starts a series of aimless meanderings which cost four tempi (... R-K1-B1/... N-B2 R3-B4). Best, of course, is 14... N-B4! as in Porath-Larsen(!), Amsterdam, 1964. 15 P-B4 N-B2 16 P-B5 N-R3 17 B-N4 N-B4 18 P×P RP×P 19 Q-B2 R-KB1. Allowing for 20 B×N? P×B 21 N-B6+ B×N 22 R×Q QR×R with good compensation for the Q. Black's position is very solid and he would never lose. However, ... 20 P-K5!! An excellent move which forces Black's minor pieces onto awkward squares. 20... B×P 21 Q-R4 B×N 22 R×B N-K3 Black had much better chances with 22... P-K3! 23 Q×Q KR×Q 24 R×B P×R 25 B×N and its not absolutely clear that White wins. 23 R-B3 B-B3 24 Q-R6 B-N2 25 Q×P!!

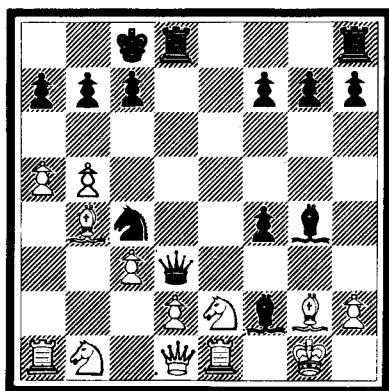


25...N-B5. The immediate 25...P×Q 26 B×N+ is about the same as this. 26 R×N P×Q 27 B-K6+ R-B2. Or 27...K-R2 28 R-R4+ B-R3 29 B×B+ 28 R×R K-R1 29 R-KN5 P-N4 30 R-KN3 **Black Resigns**. A rare fate for a World Champion.

(b) **B. Jacobsen-Ljubojević**, Groningen, 1970. Irregular opening.

A second game with Paulsen-Morphy reverberations. Ljubojević adds some brilliant twists of his own, but the basic pattern, with the cramping Black Q on d3, is the same.

1 P-KN3 P-K4 2 B-N2 N-QB3 3 P-K4?! B-B4 4 N-K2 N-B3 5 P-QB3 P-Q4 6 P-QN4? White's handling of the opening is absurdly eccentric. 6...B-N3 7 P×P N×QP 8 B-QR3 B-N5 0-0 N-B5!! A splendid introduction to the following blockade. 10 P×N Q-Q6 11 R-K1. In order to defend the KN White must—ominously—weaken his KB2. 11...0-0-0 12 P-N5 N-R4 13 B-N4 N-B5 14 P-QR4P×P 15 P-R5 B×P+!



16 K×B N-K6. The final link in the dramatic convergence of Black's pieces. If 17 Q-N3 N×B 18 K×N KR-K1+. White's choice is also hopeless. 17 N-R3 N×Q+ 18 QR×N P-B6 19 N-B1 Q-B4 20 B-R1 Q-B5 **White Resigns**.

13

There can be few lovers of chess unfamiliar with Anderssen's "Evergreen" game (and the number should diminish further as a result of this book) but I wonder how many readers are aware of the other side of the coin—that the dashing, aggressive imagination which conceived the "Evergreen" and the "Immortal" could prove, on occasion, to be quite inadequate when faced with the self-same defensive problems with which Anderssen baffled his opponents. Dr. Euwe's remarks quoted earlier concerning play in the first half of the nineteenth century certainly do apply to Anderssen, whose constant quest for the initiative sometimes blinded him to the benefits of consolidation.

Baron Kolisch-Anderssen, Paris, 1860. Evans Gambit.

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	B-B4
4 P-QN4	B×NP
5 P-B3	B-R4
6 P-Q4	P×P
7 0-0	P×P

The so-called "compromised defence". To my mind the Evans Gambit forms a sort of nineteenth-century parallel with the modern Najdorf variation of the Sicilian: both (in their time) heavily analysed and extremely popular; both leading to ultra-sharp clashes in which the antagonists seek to emphasize the strengths of their own positions (e.g. material vs. development or flexibility plus Q-side expansion vs. development.) And in both cases Black often risks a prolonged sojourn of his K in the centre, while he concentrates on the exploitation of his own particular advantages.

8 Q-N3	Q-B3
9 P-K5	Q-N3
10 N×P	P-N4

Quite in Anderssen's counter-attacking style, but 10...KN-K2 is more trustworthy.

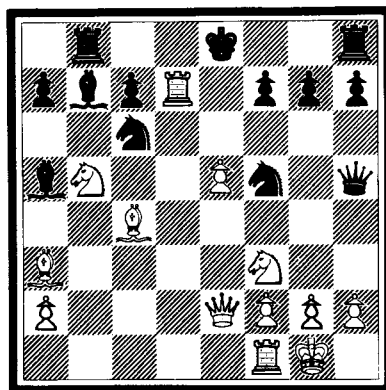
11 N×P R-N1
 12 Q-K3 KN-K2
 13 Q-K2

Threatening 14 N-R4.

13... Q-R4
 14 B-R3 B-N2
 15 QR-Q1 N-B4

Overlooking the combination which promptly ensues.

16 R×P!



16... K×R
 17 P-K6+ K-B1

Or 17... P×P 18 Q×P+ K-Q1 19 R-Q1+ QN-Q5 20 QN×N+-.

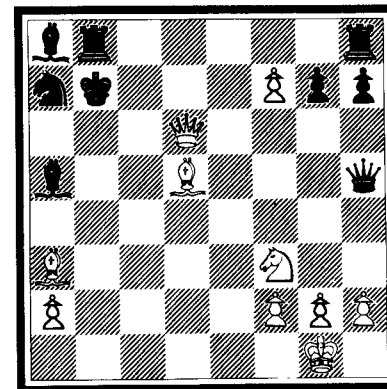
18 P×P B-R1
 19 N×P+!?

Exuberance is beauty, so the combination continues. Clearly White could also have won in more cold-blooded fashion, as also on move 22.

19... N×N
 20 Q-K6+ K-Q1
 21 R-Q1+ N-Q3
 22 R×N+

More exuberance, but the quiet 22 B×N wins more quickly.

22... P×R
 23 Q×P+ K-B1
 24 B-K6+ K-N2
 25 B-Q5+



If now 25... K-B1 26 P-B8=Q+ R×Q 27 Q×KR+ K-B2 28 Q-K7+-+. In view of this Anderssen has to sacrifice his Q in most unfavourable circumstances. The concluding moves were: 25... Q×B 26 Q×Q+ K-R3 27 Q-B4+ K-N2 28 Q-K4+ N-B3 29 N-K5 K-R3 30 Q-B4+ K-R2 31 B-B5+ R-N3 32 B×R+ B×B 33 N×N+ B×N 34 Q×B Resigns.

14

One of the ideas underlying this book is to set out some of the recurring patterns in combinative thought, such as the differing guises under which the sacrifices at KB7 and KR7 materialize. The easy recognition which attends such germane ideas as these does not, however, invariably obtain, for the resemblance can also be of a broader, strategic vein. Such is the case with Zukertort's masterpiece, which we are about to examine, which witnesses a brilliant diversionary sacrifice by White on the very wing where Black had been seeking to make progress. With the aid of this sacrifice Zukertort succeeds in delivering the death-blow to Black's K at the opposite extremity of the board.

Doubtless my opinion is open to question, but in this game I see the forerunner of the celebrated encounter Botvinnik–Capablanca, AVRO, 1938. In this latter game White also pushed through the centre and K-side with a vast pawn avalanche, while leaving his Q-wing to Capablanca’s mercy; yet the decisive sacrifice, which finally broke Black’s resistance on the King’s flank, was carried out along the a3–f8 diagonal.

Zukertort–Blackburne, London, 1883. Queen’s Indian Defence (by transposition)

1 P-QB4	P-K3
2 P-K3	N-KB3
3 N-KB3	P-QN3

An advanced defence for 1883, since Nimzowitsch is usually credited with the introduction of the Queen’s Indian in 1913.

4 B-K2	B-N2
5 0-0	P-Q4

Also good was 5 . . . P-B4, keeping open the diagonal of the QB.

6 P-Q4	B-Q3
7 N-B3	0-0
8 P-QN3	QN-Q2
9 B-N2	Q-K2?

A positional blunder which cedes the B-pair without sufficient compensation. He should have safeguarded against this with . . . P-QR3, and only then . . . Q-K2, with a fully playable position.

10 N-QN5	N-K5
11 N×B	P×N
12 N-Q2	

Challenging Black’s temporary strong point on e4, in order to facilitate the advance of his flexible central pawns.

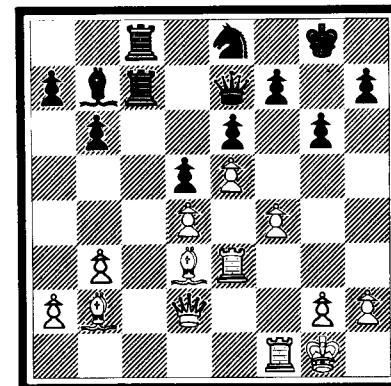
12 . . .	QN-B3
13 P-B3	N×N
14 Q×N	P×P
15 B×P	

Naturally 15 P×P also came into consideration, granting White a huge pawn centre, although the pawn on c4 could turn into a target.

15 . . .	P-Q4
16 B-Q3	KR-B1
17 QR-K1	

The final preparation for a central push which looks easily decisive, and it is only Blackburne’s inventive resistance from this point on which requires the standard of the attack to be raised to a memorable pitch.

17 . . .	R-B2
18 P-K4	QR-QB1
19 P-K5	N-K1
20 P-B4	P-N3
21 R-K3	



Black now has no choice but to loosen the defences of his K, but in return he does succeed in furthering his aims in the QB file.

21 . . .	P-B4
22 P×Pep	N×P
23 P-B5	N-K5

Obviously obligatory.

24 B×N	P×B
25 P×NP!!	

Introducing a most beautiful and deeply calculated combination. In fact it seems that Black now has good counterplay and it has been recorded that Blackburne thought he was winning until he observed the horrible shock on move 28.

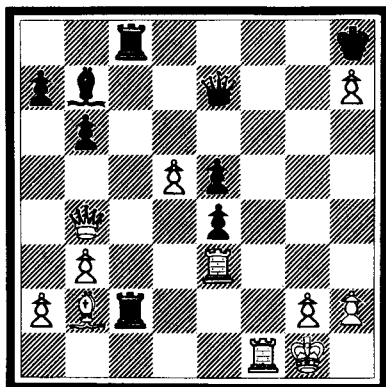
25... R-B7

If 25... P×P 26 R-N3±

26 P×P+ K-R1

Once again it is quite clear that Black has no options, for if 26... K×P 27 R-R3+.

27 P-Q5dis+ P-K4
28 Q-N4!



The awakening. To adopt Tartakover's words from the Greco game (page 21); "One can almost feel Black's hope, triumph and then sad disillusionment in exciting sequence."

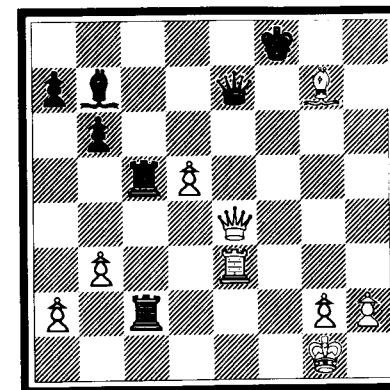
28... R/1-B4

Forced, for if 28... Q×Q 29 B×P+ K×P 30 R-R3+ K-N3 31 R-N3+ K-R2 32 R-B7+ K-R3 33 B-B4+ K-R4 34 R-R7 mate. Zukertort could now win prosaically (having escaped from the fork) but he continues in dashing fashion.

29 R-B8+! K×P

The R is also taboo: 29... Q×R 30 B×P+ K×P 31 Q×P+ +-.

30 Q×P+ K-N2
31 B×P+! K×R
32 B-N7+ Black Resigns.



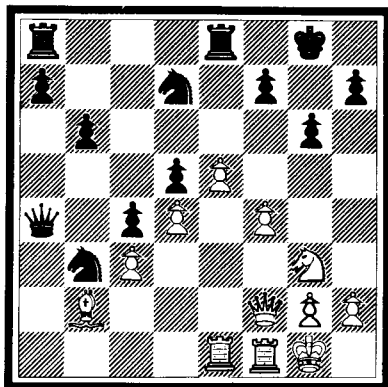
(32... Q×B 33 Q-K8 mate.)

In terms of vision and imagination Johannes Hermann Zukertort, victor of the great tournament in London, 1883 (Zukertort 22/26; Steinitz 19; Blackburne 16½; Tchigorin 16, etc.), was the equal of any Grandmaster of chess history, if the evidence of this game can be trusted. In fact superlatives expire in droves at their inadequacy to capture the brilliance of Zukertort's imaginative performance. How can anyone deny the artistic element of chess after playing over this masterpiece?

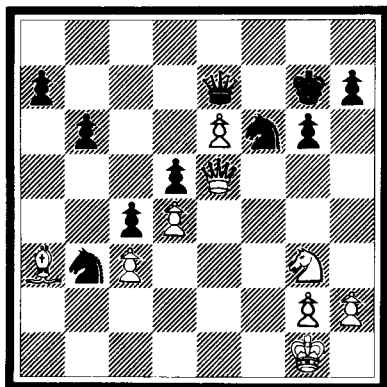
And for purposes of comparison:

Botvinnik-Capablanca, AVRO, 1938. Nimzo-Indian Defence.

1 P-Q4 N-KB4 P-K3 3 N-QB3 B-N5 4 P-K3 P-Q4 5 P-QR3
B×N+ 6 P×B P-B4 7 P×QP KP×P 8 B-Q3 0-0 9 N-K2 P-QN3 10 0-0
B-R3 11 B×B N×B 12 B-N2 Q-Q2 13 P-QR4 KR-K1 14 Q-Q3 P-B5.
This dooms White's QRP, but leaves Botvinnik a free hand in the
centre. 15 Q-B2 N-N1 16 QR-K1 N-B3 17 N-N3 N-QR4 18 P-B3 N-N6
19 P-K4 Q×P 20 P-K5 N-Q2 21 Q-B2 P-N3 22 P-B4



22...P-B4. Black is obliged to weaken himself in order to stem the avalanche—Blackburne faced the identical problem. 23 P×Pep N×P 24 P-B5! R×R 25 R×R R-K1 26 R-K6! Capablanca seems to have misjudged White's dynamic possibilities. Positionally, the great Cuban is quite OK but a variety of tactical circumstances, inherent in White's layout of the game, come to Botvinnik's rescue, justifying his abandonment of the Q-side. 26...R×R or 26...K-B2 27 R×N+ K×R 28 P×P+ K×P 29 Q-B5+ K-N2 30 N-R5+ K-R3 31 P-R4 R-KN1 32 P-N4 Q-B3 33 B-R3+-.



27 P×R K-N2 28 Q-B4 Q-K1 29 Q-K5 Q-K2 30 B-R3!! A brilliant deflection of the Black Q, quite in the style of Zukertort. 30...Q×B 31

N-R5+! P×N 32 Q-N5+ K-B1 33 Q×N+ K-N1 34 P-K7. Of course Botvinnik had to see that there was no perpetual check when he played 30 B-R3. 34...Q-B8+ 35 K-B2 Q-B7+ 36 K-N3 Q-Q6+ 37 K-R4 Q-K5+ 38 K×P Q-K7+ 39 K-R4 Q-K5+ 40 P-N4 Q-K8+ 41 K-R5 Black Resigns.

15

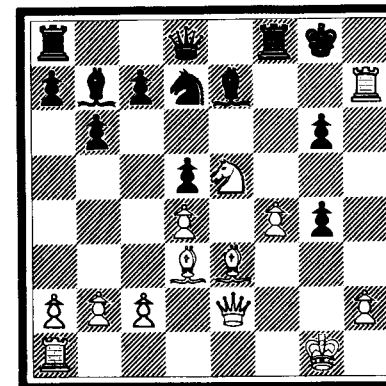
Despite the great number of impressive combinations brought off by Wilhelm Steinitz (World Champion from 1886 to 1895) his sacrificial play somehow lacks the charismatic lustre of Morphy's. Possibly his combinations exhibited excessive conformity to a strategic theme; for example, his mastery of an assault on the wing given a closed centre was complete. We all know that Steinitz regarded himself as the first great publicist of defensive and positional principles in the combinational sphere we might look upon him as the pioneer of "consolidation in attack".

Three specimens of his play to illustrate these points:

(a) Steinitz-Mongredien, London, 1862. Centre Counter.

1 P-K4 P-Q4 2 P×P Q×P 3 N-QB3 Q-Q1 4 P-Q4 P-K3 N-B3 N-KB3 6 B-Q3 B-K2 7 0-0 0-0 8 B-K3 P-QN3 9 N-K5 B-N2 10 P-B4 QN-Q2 11 Q-K2 N-Q4 12 QN×N P×N 13 R-B3. Threatening 14 B×P+ K×B 15 R-R3+ K-N1 16 Q-R5+-.

13...P-KB4 14 R-R3 P-N3 15 P-KN4 P×P 16 R×P!

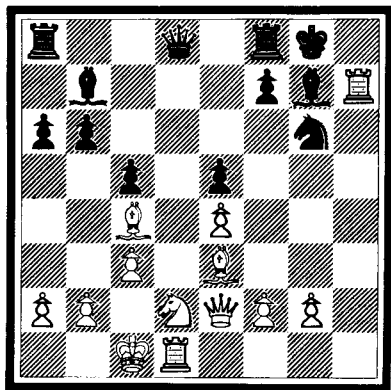


16...N×N. 16...K×R 17 Q×P is just a transposition. 17

BP×N K×R 18 Q×P R-KN1 19 Q-R5+ K-N2 20 Q-R6+ K-B2 21 Q-R7+ K-K3 22 Q-R3+ K-B2 23 R-B1+ K-K1 24 Q-K6. The two quiet moves during the conduct of the attack enhance the quality of Steinitz's conception. After the text Black's K has no escape. **24... R-N2 25 B-N5 Q-Q2 26 B×P+ R×B 27 Q×R+ K-Q1 28 R-B8+** and mate next move.

(b) **Steinitz-Mongredien**, London, 1863 (!). Double fianchetto defence (Modern Defence!!)

1 P-K4 P-KN3 2 P-Q4 B-N2 3 P-QB3 P-N3 4 B-K3 B-N2 5 N-Q2 P-Q3 6 KN-B3 P-K4 7 P×P P×P 8 B-QB4 N-K2 9 Q-K2 0-0 10 P-KR4. Inaugurating the classic Steinitz attack down the KR file. **10... N-Q2 11 P-R5 N-KB3 12 P×P N×NP 13 0-0-0 P-B4 14 N-N5 P-QR3 15 N×RP!** The unfortunate Mongredien falls victim to the self-same combination that struck him down one year previously. **15... N×N 16 R×N**



16... K×R 17 Q-R5+ K-N1 18 R-R1 R-K1 19 Q×N Q-B3 20 B×P+! The key to White's plot, which has effectively exploited both of the traditional weak points at KR7 and KB7. **20... Q×B 21 R-R8+ K×R 22 Q×Q Resigns.** **22... QR-N1 23 Q-R5+ K-N1 24 Q-N6** is hopeless for Black.

(c) When Steinitz destroyed Mongredien in the two games given above he was respectively 26 and 27 years old. Thirty years later Steinitz was to carry out a combination in the same style, but on a deeper plane, against a more formidable opponent, and in a considerably more prestigious event.

Steinitz-Tchigorin, 4th Match Game, World Championship. Ruy Lopez, Havana, 1892.

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	N-B3
4 P-Q3	

The fashionable move now is 4 0-0, but there is nothing wrong with this quiet reinforcement of the centre, and 4 Q-K2 (as suggested by Ruy Lopez in person) is also well playable.

4...	P-Q3
5 P-B3	P-KN3

Instead of playing on the Q-side with... P-QR3... P-QN4, etc., Tchigorin decides to operate along K-Indian lines. We should recall that Tchigorin was the prophet of this defence.

6 QN-Q2	B-N2
7 N-B1	

Delayed castling—typical of Steinitz's profoundly cerebral approach to the Lopez.

7...	0-0
8 B-R4	

Preparing to come round to QB2, whence the B will reinforce White's centre.

8...	N-Q2
-------------	-------------

Tchigorin seems to be organizing the break... P-KB4, but this plan is faulty. He should either have left the KN at its post and gone for immediate Q-side expansion (8... P-QR3 9 N-K3 P-QN4 10 B-N3 N-R4 11 B-B2 P-B4) or else he should have met 9 N-K3 with... N-N3, trying to get in... P-Q4.

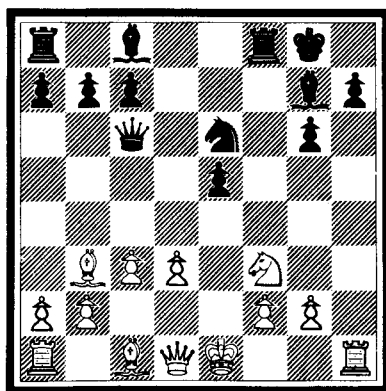
9 N-K3	N-B4
10 B-B2	N-K3
11 P-KR4!	

The familiar Steinitz treatment.

11...	N-K2
12 P-R5	P-Q4
13 RP×P	BP×P?

A severe positional error (always capture towards the centre is one of the better "rules") in that Black irretrievably weakens the a2-g8 diagonal on which his K is situated. After 13... RP×P White has nothing immediate.

14 P×P	N×P
15 N×N	Q×N
16 B-N3	Q-B3



White controls two powerful open lines towards the Black K and, in view of Tchigorin's lack of counterplay, it only remains for Steinitz to mobilize the remainder of his forces before the decisive attack will inevitably materialize.

17 Q-K2	B-Q2
18 B-K3	K-R1

"He quits the line of the B but steps directly into the line of the R." (Euwe.)

19 0-0-0	QR-K1
20 Q-B1	

A very fine move which prepares to open two new avenues of attack.

20...	P-QR4
-------	-------

The wretched situation of Black's K leaves him curiously helpless to defend against the coming onslaught.

21 P-Q4

With the threat of 22 P-Q5, so Black has no choice.

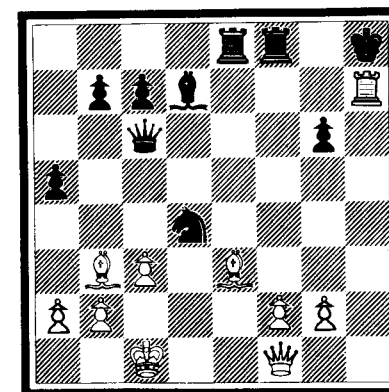
21...	P×P
22 N×P	B×N

There is no defence, e.g. 22... N×N 23 R×P+ K×R 24 Q-R1+ or 22... Q-K5 23 B-B2 Q-N5 24 P-B3 Q-N6 25 N-B5 P×N 26 R×B+.

23 R×B!

There are so many threats at this point (even the simple R/4-KR4 will be deadly) that Black may as well grab at the exchange.

23...	N×R
24 R×P+!!	

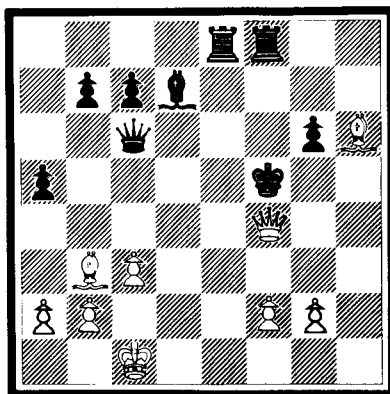


A beautiful dénouement. Just as everyone was waiting for execution along the twin B diagonals Steinitz reveals his true plans with this stunning surprise.

24...	K×R
25 Q-R1+	

A most original point of departure for a mating attack along the KR file.

25... K-N2
 26 B-R6+ K-B3
 27 Q-R4+ K-K4
 28 Q×N+ K-B4
 29 Q-B4 mate.



16

Dr Emanuel Lasker held the World Championship for a record time from 1894 to 1921, but the game I have chosen to represent him is neither from the period of his tenure of office, nor is it particularly typical of his style. It is a game from his early days and it is important for the development of the chess combination in that it witnessed—for the first time—the aptly named and highly prized “double-bishop sacrifice”, a super-version of the Greek bishop combination examined on page 38.

Lasker-Bauer, Amsterdam, 1889. Bird's Opening.

1 P-KB4 P-Q4
 2 P-K3 N-KB3
 3 P-QN3 P-K3

3... B-N5 is also not bad.

4 B-N2 B-K2
 5 B-Q3

A crude move which limits White's strategic objectives to a K-side attack. Black's task over the next few moves should be to obliterate this B.

5... P-QN3
 6 N-KB3 B-N2
 7 N-B3 QN-Q2
 8 0-0 0-0
 9 N-K2?!

Consistent with his plan of a K-side attack, but Black could—and should—have replied with 9... N-B4! neutralizing White's powerful KB. His failure to do this results in a rapid deterioration of his prospects.

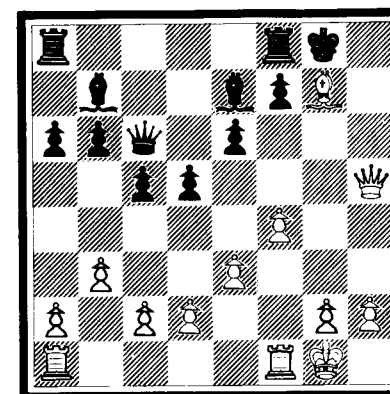
9... P-B4
 10 N-N3 Q-B2
 11 N-K5 N×N

This also falls in too readily with White's plans—he should have tried 11... P-Q5!? to break the diagonal of White's QB.

12 B×N Q-B3
 13 Q-K2 P-QR3
 14 N-R5 N×N?

Unwittingly allowing the “double-bishop” combination. The last chance was 14... N-K1!

15 B×P+! K×B
 16 Q×N+ K-N1
 17 B×P!



17... K×B

Or 17... P-B3 18 R-B3 Q-K1 19 Q-R6 +-. .

18 Q-N4+ K-R2
19 R-B3 P-K4

There is no recourse but to shed the Q, but Lasker picks up a stray B as well.

20 R-R3+ Q-R3
21 R×Q+ K×R
22 Q-Q7

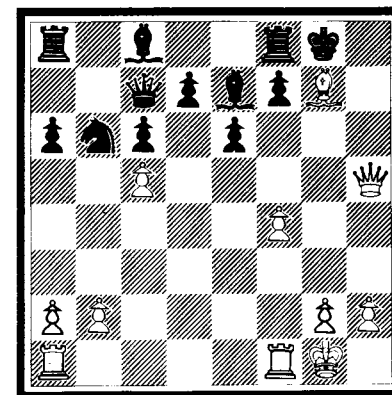
The final point of the combination. Black should have stopped here and the final moves are not so interesting: 22... B-KB3 23 Q×B K-N2 24 R-KB1 QR-N1 25 Q-Q7 KR-Q1 26 Q-N4+ K-B1 27 P×PB-N2 28 P-K6 R-N2 29 Q-N6 P-B3 30 R×P+ B×R 31 Q×B+ K-K1 32 Q-R8+ K-K2 33 Q-N7+ **Black Resigns**. An impressive tactical display, but the strategic content is extremely restricted.

On those isolated occasions when the double-bishop combination occurs in contemporary play it tends to be more heavily disguised, since Lasker's transparent build-up would be less likely to fool a modern master. Here is one example:

Kuzmin-Sveshnikov, USSR Championship, Moscow, 1973. Sicilian Defence.

1 P-K4 P-QB4 2 N-KB3 P-K3 3 P-Q4 P×P 4 N×P N-QB3 5 N-QB3 Q-B2 6 B-K2 P-QR3 7 0-0 N-B3 8 B-K3 B-N5 9 N×N NP×N 10 N-R4 0-0 11 P-QB4. It seems that White is playing on the Q-side against the weak square b6, and to exploit the offside position of Black's KB. 11... B-Q3. If 11... N×P 12 P-B5 Q-K4! 13 B-Q4 Q-B5 14 B×NP!±. 12 P-B4 N×P 13 B-Q3 N-B3. Much stronger is 13... P-KB4, although White could easily regain his pawn in that case. 14 P-QB5 B-K2 15 B-Q4 N-Q4? Missing White's decoy sacrifices the only chance was 15... P-N3. 16 N-N6! A neat idea which synchronizes combinative play on both sides of the board. 16... N×N. If 16... R-N1 17 B×P+ K×B 18 N×N BP×N

19 Q-R5+ K-N1 20 B×P! Q×P+ 21 K-R1 K×B 22 Q-N4+ K-R1 23 R-B3 Q-QB7 24 P-B5! +- . 17 B×P+ K×B 18 Q-R5+ K-N1 19 B×P!



19... K×B 20 Q-N4+ K-R2 21 R-B3 B×P+ 22 K-R1 **Black Resigns**.

17

The great Cuban player José Raoul Capablanca (World Champion 1921-7) has suffered some adverse PR in that his public image is often projected as that of a colourless, risk-free technician. But I wonder how many people realize that a sharp sacrificial idea, normally associated with Keres and Tal, was actually pioneered by Capablanca?

Capablanca-Havasi, Budapest, 1928. Queen's Gambit Accepted.

1 P-Q4 P-Q4
2 P-QB4 P-K3
3 N-KB3 P×P?!

A senseless moment to accept the gambit, since White can now play P-K4 in one move. If Black wants to play the QGA he should do so on move two.

4 P-K4 P-QB4
5 B×P P×P
6 N×P N-KB3
7 N-QB3 P-QR3?

Even worse than 7... B-B4 which Bogoljubow essayed against Capablanca at Moscow, 1925. The sequel was 8 B-K3 QN-Q2 9 BxP! (according to Golombek, Capablanca played the sacrifice immediately) 9... PxB 10 NXP Q-R4 11 0-0 BxB 12 PxB K-B2 13 Q-N3 K-N3 14 R-B5 Q-N3 15 N-B4+ K-R3 and now Capablanca would have won outright with 16 Q-B7! Instead he played 16 P-N4? but still won after various complications.

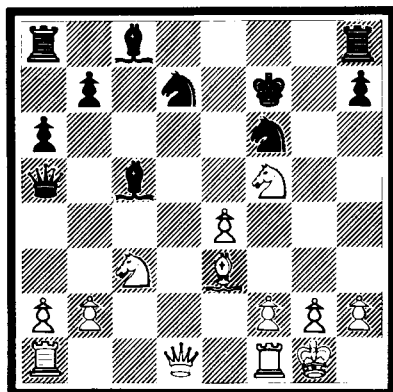
8 0-0	B-B4
9 B-K3	QN-Q2

9... 0-0 was the only chance, for the text permits Capablanca to unleash his combination with added punch.

10 BxKP!

Capablanca also brought off a similar sacrifice in his game against Mieses (Margate 1935): 1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-KB3 N-B3 4 P-K3 P-K3 5 N-B3 QN-Q2 6 B-Q3 PXP 7 BxBP P-QR3 8 P-K4 P-B4 9 P-K5 N-N5 10 N-KN5 N-R3 11 BxKP! and White won, since 11... PxB fails to 12 NxKP Q-R4 13 B-Q2 PXP 14 N-Q5! +-.

10 ...	PxB
11 NXP	Q-R4
12 NXP+	K-B2
13 N-B5	



In addition to his three pawns material compensation White is aided by the exposed position of Black's K and his inability to co-ordinate his other pieces. Meanwhile Capablanca's mobilization proceeds apace.

13 ...	N-K4
14 Q-N3+	K-N3
15 QR-B1	B-B1

A very odd move, but 15... BxB 16 PxB would let White's KR into the game, very much as in the Bogoljubow game.

16 N-K2	P-R4
17 KR-Q1	R-KN1
18 N-B4+	K-R2
19 B-N6	Q-N4
20 R-B7+	K-R1

Or 20... B-N2 21 QxR+ KxQ 22 RxKB+ K-B1 23 R-Q8+ N-K1 24 RxB +-.

21 QxQ!

The final link in the combination. It is typical of Capablanca's lucid style that he should not avoid the Q-exchange, but he had to see a very fine point on move 24.

21 ...	PxQ
22 R-Q8	RxP
23 R/Q8xB	N-B5

Does Black regain the piece?

24 P-R3!	NxB
25 RxB!	N/B3-Q2

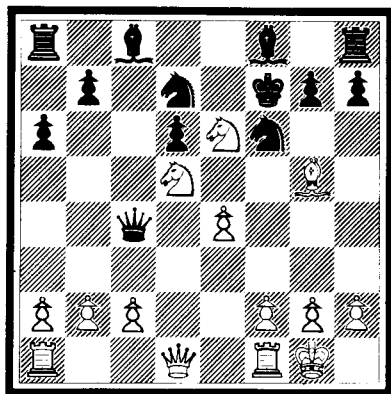
Or 25... RxR 26 N-N6+ K-N1 27 N-R6 mate.

26 R-B7	RxP
27 N-Q5	Black Resigns.

And here are two games of the type which are probably more familiar to the chess public—yet Keres and Tal were building on the experience provided by Capablanca.

(a) Keres-Sajtar, Amsterdam Olympiad, 1954. Sicilian Defence.

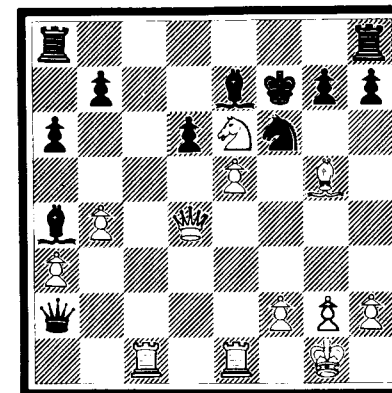
1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 P×P 4 N×P N-KB3 5 N-QB3
 P-QR3 6 B-KN5 QN-Q2 7 B-QB4 P-K3?! 8 0-0 Q-B2?! 9 B×KP! P×B 10
 N×P Q-B5 11 N-Q5?! More promising is 11 N×B!? R×N 12 Q×P
 11... K-B2



12 B×N K×N? 12... N×B 13 P-QN3 Q×R+! - 13 N-N5+ ! 13
 B-B3! (±) 13... N-B3. If 13... K-B2 14 Q-R5+ P-N3 15 Q-B3+ K-N1
 16 N-B6+ +- 14 B×N P×B 15 N-N6 Q-B3 16 N×R B-K2 17 P-QR4
 P-N3 18 Q-Q5+ K-Q2 19 R-R3 B-Q1 20 N×P+! Black Resigns.
 (20... Q×N 21 Q-B5+ K-B2 22 R-B3+ or 20... B×N 21 Q-B7+ K-Q1
 22 Q×P+.)

(b) Tal-Polugaievsky, USSR Championship, Tbilisi, 1959. Sicilian Defence.

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 P×P 4 N×P N-KB3 5 N-QB3
 P-QR3 6 B-KN5 QN-Q2 7 B-QB4 Q-R4! An improvement on the
 previous example. 8 Q-Q2 P-K3 9 0-0 B-K2 10 QR-Q1 N-B4?! Stronger
 is 10... P-R3 intending... P-KN4, trying to dominate the central dark
 squares. 11 KR-K1 B-Q2 12 P-QR3 Q-B2 13 P-QN4 N-R5 14 N×N B×N
 15 B×KP! P×B 16 N×P Q×P 17 Q-Q4 K-B2 18 R-QB1 Q-R7. Black
 could also surrender the Q (which is often the outcome for the defender
 against a sacrificial combination) but to no avail: 18... K×N 19 R×Q
 B×R 20 Q-B4+ +- or 18... Q×R 19 R×Q K×N 20 R-B7 +- 19 P-K5!?



White has a second method of sacrificing his N: 19 N×P! K×N 20 B×N+
 B×B 21 R-B7+ K-N3 22 Q×P which possibly grants him an even more
 vehement attack than the text. 19... P×P. A better defence is 19... Q×N!
 20 P×N B×P 21 B×B KR-QB1! 20 Q×P Q×P+. Escaping into an ending,
 but it is vastly favourable to White since Black's K can find no shelter. 21
 K×Q N-N5+ 22 K-N1 N×Q 23 R×N B×B 24 N×B+ K-N3 25 N-K6
 KR-K1 26 R-K3 QR-B1 27 R-B1 B-N4 28 R-N3+ K-R3 29 N×P R-B1
 30 R-K1 R-KB3 31 P-R3 R-B7 32 R-K4 R-QB5 33 R-K5 R-QB8+ 34
 K-R2 Black Resigned.

18

We have already expounded the view (*passim*) that the ability to carry
 out simple sacrificial operations—such as the Greek bishop sacrifice
 against KR7—can be acquired as a matter of technique. But we cannot
 restrict this learning possibility to relatively small material sacrifices. From
 the next three examples it is clear that such an advanced idea as the Royal
 Tomb (or Greek Queen!?) sacrifice conforms to a pattern and can also be
 inculcated.

Hermann-Hussong, Frankfurt, 1930. Lopez Piano?

1 P-K4
 2 N-KB3

P-K4
 N-QB3

3 B-N5 P-QR3
4 B-B4?! P-QR3

An unsophisticated treatment of the opening.

4 ... N-B3
5 P-Q3 B-B4
6 B-K3 P-Q3
7 QN-Q2 B-K3
8 B×QB P×B
9 B×B P×B

It is, of course, risky to double Black's pawns in this fashion since the compensation in terms of open files (Q and KB) and outpost squares (d4 and f4) is likely to prove more than adequate.

10 N-B4 N-Q2
11 P-QR4 Q-B3
12 P-B3 0-0
13 0-0 QR-Q1
14 P-R5 N-K2
15 Q-N3?

Introducing the theme of the QNP snatch by the Q. Instead of this foolhardy escapade, which permits Black to mass his forces in front of White's K, Hermann should have consolidated his K's fortress with something like N-K1, P-KN3, N-N2, etc., envisaging P-KB4. That would have gone some way towards justifying his bold play on moves 8 and 9.

15 ... N-KN3
16 Q×NP

Number one.

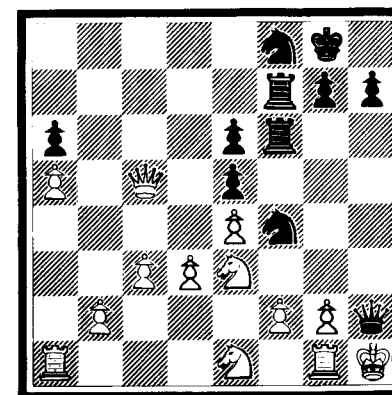
16 ... N-B5
17 N-K1 Q-N4
18 K-R1 R-B3
19 N-K3 QR-KB1
20 Q×BP R(1)-B2
21 Q-B8+ N-B1
22 Q×BP

White's play with his Q calls to mind various pleasant images, such as the pillaging of a wilderness or fiddling while . . . well you know the rest.

22 ... Q-R4
23 R-KN1

Hoping to defend KR2 by means of N-B1.

23 ... Q×P+!!

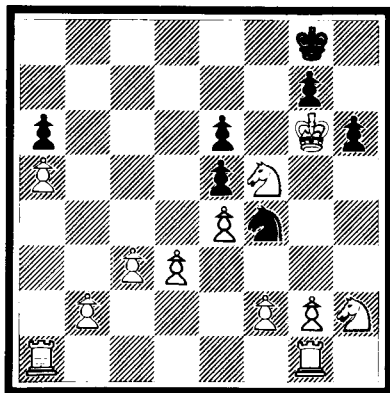


This sparkling stroke provides the answer for his three pawn deficit.

24 K×Q R-R3+
25 K-N3 N-K7+
26 K-N4 R-B5+
27 K-N5 R-R7

Another fine move which obliges White to give up his Q. In the subsequent play (despite having recouped the bulk of his sacrificial material) Black continues to conduct the attack on a brilliantly imaginative level.

28 Q×N+ K×Q
29 N-B3 P-R3+
30 K-N6 K-N1!!
31 N×R R-B4!!
32 N×R N-B5 mate.

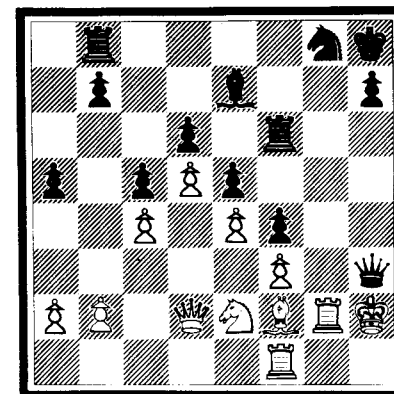


The final attack with gradually reduced and (at the end) minimum forces is a strange and impressive combination of violence and delicacy. In spite of the impressive finale, however, it is impossible to include this game amongst the combinations of the highest rank in view of the lack of effective resistance to Black's idea.

Two subsequent elaborations on the original design:

(a) **Averbakh-Kotov**, Candidates' Tournament, Zürich, 1953. Old Indian Defence.

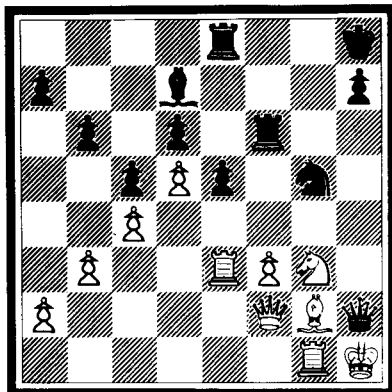
1 P-Q4 N-KB3 2 P-QB4 P-Q3 3 N-KB3 QN-Q2 4 N-B3 P-K4 5 P-K4 B-K2 6 B-K2 0-0 7 0-0 P-B3 8 Q-B2 R-K1 9 R-Q1 B-B1 10 R-N1 P-QR4 11 P-Q5 N-B4 12 B-K3 Q-B2 13 P-KR3?! B-Q2 14 QR-B1 P-KN3 15 N-Q2 QR-N1 16 N-N3 N×N 17 Q×N P-B4 18 K-R2 K-R1 19 Q-B2 N-N1 20 B-N4 N-R3 21 B×B Q×B 22 Q-Q2 N-N1 23 P-KN4? The logical plan was an advance on the Q-side with P-QR3, P-QN4, etc.... 23... P-B4. Implementing the K-Indian plan of a K-side attack, which is aided in its effect by White's weakening moves on his 13th (!) and 23rd turns. 24 P-B3 B-K2 25 R-KN1 R-KB1 26 QR-B1 R-B2 27 NP×P NP×P 28 R-N2 P-B5 29 B-B2 R-B3 30 N-K2. If he had time for N-N1 White could be safe. 30... Q×P+!!



31 K×Q R-R3+ 32 K-N4 N-B3+ 33 K-B5 N-Q2. As with Paulsen-Morphy (page 56) Black misses a more efficient win (33... N-N5!) but in both cases it is unfair to criticize after such splendid Q sacrifices. 34 R-N5 R-B1+ 35 K-N4 N-B3+ 36 K-B5 N-N1dis+ 37 K-N4 N-B3+ 38 K-B5 N×QPdis+ 39 K-N4 N-B3+ 40 K-B5 N-N1dis+ 41 K-N4 N-B3+ 42 K-B5 N-N1dis+ 43 K-N4 B×R 44 K×B R-B2. Threatening 45... R-N2+ 46 K-B5 R-B3 mate. 45 B-R4 R-N3+ 46 K-R5 R/2-N2 47 B-N5 R×B+ 48 K-R4 N-B3 49 N-N3 R×N 50 Q×QP R/6-N3 51 Q-N8+ R-N1 White Resigns. Kotov's repetitions from moves 35-41 were designed to reach the adjournment so that he could analyse out the win at his leisure.

(b) **Filip-Petrosian**, Erevan, 1965. King's Indian Defence.

1 P-Q4 P-KN3 2 P-KN3 B-N2 3 B-N2 P-QB4 4 P-QB3?! Q-B2 5 N-B3 N-KB3 6 0-0 0-0 7 P-N3 P-Q3 8 B-N2 N-B3 9 P-B4 P-K4 10 P-Q5. Superior is 10 P×BP followed by N-B3=, 10... N-QR4 11 N-K1. More natural is 11 N-B3 and P-K4. 11... R-N1 12 N-B2 B-Q2 13 N-Q2 N-R4 14 P-K4 B-R3 15 R-K1 QR-K1 16 N-K3 P-N3 17 B-QB3 N-KN2 18 Q-K2 P-B4 19 P×P P×P 20 N/2-B1 N-N2 21 P-KN4? The weaknesses are fatal and White's control of e4 is never important. 21... B×N! 22 N×B P×P 23 N×P Q-Q1 24 P-B3 N-KR4 25 B-Q2 N-B5 26 B×N R×B 27 N-B2 Q-R5 28 N-K4 K-R1 29 N-N3 N-Q1 30 Q-KB2 Q-R3 31 R-K4 N-B2 32 K-R1 R-B3 33 R-KN1 N-N4 34 R-K3 Q×P+!! The beautiful culmination of Black's fine positional play.



35 K×Q R-R3+ 36 B-R3 36 N-R5 R×N+ 37 K-N3 R-KN1 -+. 36...N×B 37 N-B5. Objectively White should play 37 K-N2 N×Q 38 K×N. 37...B×N 38 Q-B1 N-B5+ 39 K-N3 R-KN1+ 40 K-B2 N-R6+ White Resigns.

On the evidence of his games and writings Petrosian subscribes to Botvinnik's classic definition of the combination and he has publicly denounced the style of play which aims for undue complications: "Turning chess into poker and hoping for a bluff is not one of my convictions."

19

The Franco-Russian Alexander Alekhine (World Champion from 1927 to 1935 and again from 1937 until his death in 1946) was not only a great chess master (possibly the most imaginative in chess annals) but also a first-rate chess writer. The problem in his case is not only that he produced a huge number of brilliant games, but that he also provided no less brilliant notes of his own to these games in his best game anthologies, in his tournament books, or in his accounts of his World Championship matches. Faced with this quandary I simply decided to select the game of his I have always regarded as my favourite.

Alekhine-Reshevsky, Kemer, 1937. Alekhine's (!) Defence.

1 P-K4 N-KB3

Indicating a sense of humour?

2 P-K5 N-Q4

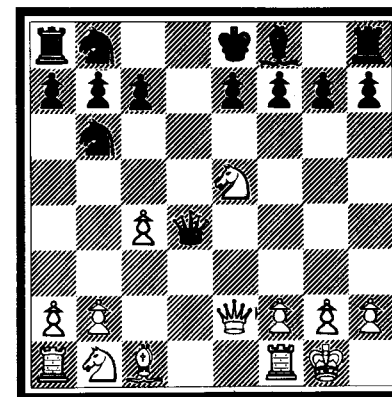
3 N-KB3 P-Q3

4 P-Q4 B-N5

5 P-B4

5 B-K2 is less risky. The text commits White to a pawn sacrifice, unless he prefers to release the central tension by exchanging on d6 at move 6.

5... N-N3
6 B-K2!? P×P
7 N×P B×B
8 Q×B Q×P
9 0-0



One of the most difficult operations to judge in chess is the soundness of a pawn-sacrifice. When the opportunity arises to make a heavier material investment it is normally obvious whether or not there will be a definite minimum compensation, but with the pawn sacrifice there is often a thin borderline between "good chances" and "fizzling out". The feeling for these matters is extremely delicate and Alekhine was an adept at finding precisely the correct moment for a pawn sacrifice to energize his own position.

9... QN-Q2
10 N×N NXN?

An illogical move which Alekhine thoroughly castigated in his own notes, giving instead 10...Q×N! 11 P-QR4 Q-B3 12 N-R3 P-K3 13 P-R5 N-Q2 14 N-N5 ●.

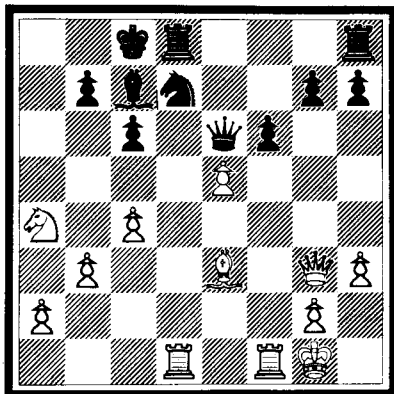
11 N-B3 P-QB3
12 B-K3 Q-K4
13 QR-Q1 P-K3
14 Q-B3 0-0-0

White's lead in development made Black's position critical, hence Reshevsky's decision to return the pawn in the interests of decreasing the pressure.

15 B×P	Q-QR4
16 B-Q4	Q-KB4
17 Q-N3	

17 Q×Q would have given White a good ending in view of his Q-side pawn-majority, but as Alekhine put it: "The final attack of this game gave me much more pleasure than a scientifically correct, but purely technical exploitation of a pawn majority on the Q-side would do. After all, chess is not only knowledge and logic!"

17...	P-K4
18 B-K3	B-N5
19 N-R4	B-R4
20 P-B4	B-B2
21 P-N3	P-B3
22 P×P	Q-K3
23 P-KR3	



Here Alekhine has a note I like very much, a clear indication of his humorously realistic qualities as an annotator: "A good positional move which, however, is neither particularly deep nor difficult to find. Its main object is to prevent the possibility ... Q-N5 after 23 ... N×P 24 N-B5, and

also in some other variations the protection of White's KN4 was essential. I was not a little surprised to read all the compliments addressed by the critics to the modest text-move, and also to be questioned—in all seriousness—after the game was over, whether by 23 P-KR3 I already planned to play my Q to KR2 on the 33rd move. ..."

23...	KR-N1
24 B-Q4	N×P
25 Q-QB3	N-Q2

Covering the weak dark-square complex in the vicinity of his K. if 25 ... K-N1 then 26 N-B5 Q-Q3 27 Q-N4 ±

26 P-B5

Nailing down the dark squares and also preparing a general advance of his Q-side pawns against the Black K.

26...	KR-K1
27 P-QN4	

A second pawn-sacrifice, but Black prefers to defer its acceptance.

27...	N-N1
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Or 27 ... Q×QRP 28 R-R1 Q-K3 29 P-N5 ±.

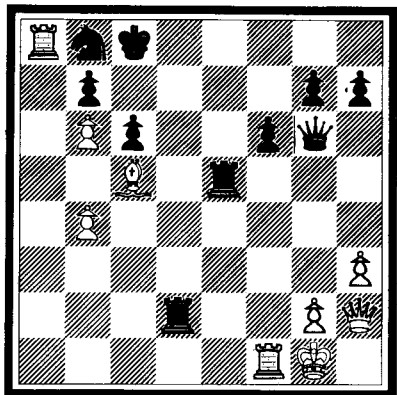
28 N-N6+	B×N
29 P×B	Q×QRP
30 Q-KN3	R-Q2

If 30 ... Q-B2 31 R-R1! R×B 32 R-R8 R-K4 33 Q×R +-.

31 B-B5

Leading to a beautiful finish. Another neat conclusion would have been 31 B×P P×B 32 R×R K×R 33 Q-B7+ K-K3 34 R-K1+ +-.

31...	Q-B2
32 R-R1	Q-N3
33 Q-R2	R-K4
34 R-R8	R-Q7



Overlooking an enchanting combination, but if 34... Q-K1 35 Q-N3! intending Q-R3 +-.
 35 R×N+! K×R
 36 Q×R+! and White mates.

20

It appears to me that certain opening systems, such as the Morra Gambit or the Blackmar-Diemer Gambit (1 P-Q4 P-Q4 2 P-K4) have been designed as crutches for deficient imaginations. At the price of dubious soundness they offer attractive, but stereotyped, combinational possibilities and thus eliminate the need for truly deep and creative thought. Although such openings have their place in friendly, social or blitz games their appearance in serious tournament play strikes me as a self-conscious and artificial attempt to re-create the combinational glories of old; and it is an attitude which declines to quarry the rich ores concealed in the truly modern and sophisticated opening systems.

These strictures do not apply to the genuine nineteenth-century openings, such as the King's Gambit, which has an honest, positional basis, nor (any more) to the victor of the following game, who has long since abandoned this superficially beautiful yet actually somewhat banal style of play.

Matulović-Segi, Yugoslav Championship 1953. Sicilian Defence, Morra Gambit.

1 P-K4 P-QB4
 2 P-Q4 P×P
 3 P-QB3!?

If accepted, and given correct defence by Black, the Morra Gambit may offer White sufficient positional compensation to hold the balance. Black can also infuse more life into his position, while renouncing the pawn, with 3... N-KB3 4 P-K5 N-Q4 and if 5 B-QB4 Q-B2!

3... P×P
 4 N×P N-QB3
 5 N-B3 P-Q3
 6 B-QB4 P-K3

Avoiding the trap 6... N-B3? 7 P-K5! P×P (7... N×P?? 8 N×N P×N 9 B×P+ +-) 8 Q×Q+ N×Q 9 N-QN5 when Black is in desperate trouble.

7 0-0 N-B3
 8 Q-K2 P-QR3?

A stupid waste of time, preparing to place his Q on an inferior square. Much to be preferred was 8... B-K2 9 R-Q1 P-K4 10 P-KR3 0-0 with a normal, solid position, although White has some counterchances on the Q-side (11 P-QN4!?).

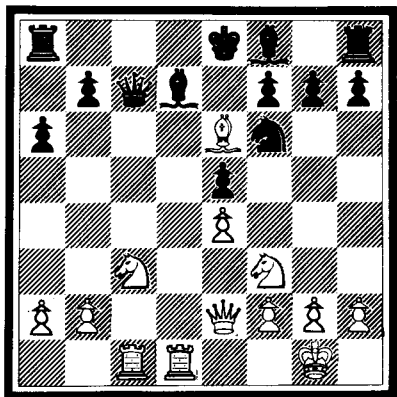
9 R-Q1 Q-B2
 10 B-B4 N-K4
 11 B×N P×B
 12 QR-B1 B-Q2

If Black seeks to side-step the coming combination with 12... Q-N1 then 13 B-N5+! P×B 14 N×NP leads to pretty much the same sort of position as occurs in the game.

13 B×KP!

A seemingly inspired sacrifice in that it is launched against a heavily defended square (e6), but its chief point is simply to clear lines for White's rooks. If now 13... P×B 14 N-Q5 N×N 15 P×N! (15 R×Q N×R gives Black too much wood for the Q) 15... Q-N3 16 N×P with a vehement attack. In particular it is impossible to defend adequately against the threats of Q-B3 or Q-R5+. Black could also try 13... P×B 14 N-Q5

Q-N1 but I cannot conceive that Black could survive after 15 N-B7+ and 16 N/3×KP.



13... B×B
14 N-Q5 Q-N1

Or 14... N×N 15 P×N! +-.

15 N-B7+ K-K2
16 Q-Q2 N-K1
17 N×B P×N

If 17... K×N 18 Q-Q7+ K-B3 19 Q-B5+ K-K2 20 R-Q7 mate.

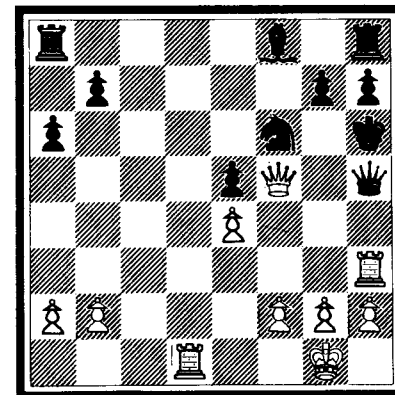
18 Q-Q7+ K-B3
19 N-N5!

The only way in which White can proceed is to open further lines for his rooks.

19... K×N
20 Q×KP N-B3
21 Q-B5+ K-R3
22 R-B3

From now on the combination is easy to calculate. Black's last chance to complicate matters was with 20... P-KN3.

22... Q-K1
23 R-R3+ Q-R4



Or 23... N-R4 24 P-KN4 P-KN3 25 Q-B6! with mate by either R×N or P-N5.

24 P-KN4! Q×R
25 P-N5+ K-R4
26 Q×Q+ K×P

As so often the defender has been forced to shed his Q in order to beat off the attack. In material terms Black is OK, but his pieces lack co-ordination and the continued vitality of White's Q and R spells his imminent doom.

27 Q-B5+ K-R3
28 R-Q3 N-R4
29 R-KR3

The wheel turns again.

29... P-KN3
30 R×N+ K-N2

Or the "pawn-epaulette," with 30... P×R 31 Q-B6 mate.

31 Q×KP+ K-N1
32 Q-Q5+ K-N2
33 Q×P+ K-B3
34 P-K5+ K-K3
35 Q-B6+ Resigns.

21

“The man who never missed a combination.” That was how Alekhine described the Dutch Grandmaster Dr. Max Euwe, who held the World Championship from 1935 until 1937 and is President of the World Chess Federation (FIDE) at the time of writing. The game I have chosen to represent his play was produced towards the end of his active career in élite events, but it is one of the most outstanding achievements for a number of reasons. In the first place it is a *defensive* victory of near miniature length (25 moves is the official limit) and in the second it contains a most unusual type of combination featuring a sacrifice of a piece of an *empty* square—an idea I peculiarly associate with Euwe.

Geller-Euwe, Candidates' Tournament, Zürich-Neuhausen, 1953. Q.P. Nimzowitsch Defence.

1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	B-N5
4 P-K3	P-B4
5 P-QR3	

An aggressive variation of the Nimzo, and one that was extremely popular with Geller in the 1950s, but I cannot help feeling that it is illogical to force Black into the doubling of White's QB pawns. I prefer 5 B-Q3 or 5 KN-K2.

5...	B×N+
6 P×B	P-QN3
7 B-Q3	B-N2
8 P-B3	N-B3
9 N-K2	0-0
10 0-0	N-QR4

A good alternative is 10... R-B1. After the text it is clear that Black will win White's front QBP, but at the cost of allowing a storm to burst over his K.

11 P-K4	N-K1
---------	------

Capablanca's defensive manoeuvre designed to pre-empt the pin

B-KN5. In addition Black prepares to blockade the advance of White's K-side pawns with either... P-KB3 or... P-KB4.

12 N-N3	P×P
13 P×P	R-B1
14 P-B4	N×P
15 P-B5	

Threatening the pawn-sacrifice 16 P-B6! which would tear Black's K-side to shreds after... N×BP 17 B-KN5, etc.

15...	P-B3!
16 R-B4	

The attack against Black's KRP introduced with this move looks decisive, but subsequent analysis revealed that White would have obtained value for the pawn with 16 P-QR4 P-K4 17 P-Q5. Naturally Geller could not be expected to appreciate this in over the board play, the more so since Euwe's defence is extremely refined.

16...	P-QN4
17 R-R4	Q-N3
18 P-K5	N×KP
19 P×P	N×B
20 Q×N	

Quite feeble would be 20 P×P R×B 21 R×R N×R 22 P×N=Q R×Q 23 Q×N.

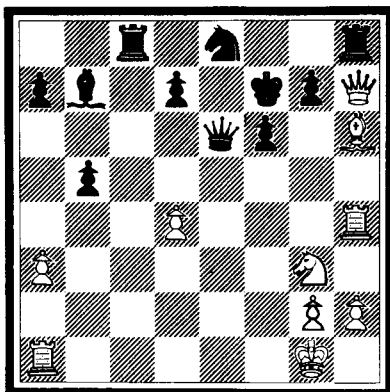
20...	Q×KP
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Here Black could fall victim himself to a combination: 20... P-N3 21 B-R6 N-N2 22 B×N K×B 23 N-B5+! P×N 24 Q×BP R-KR1 25 R-N4+ K-B1 26 Q×P+, etc.

21 Q×P+	K-B2
22 B-R6	

After 22 Q-R5+ P-N3 23 Q×QNP Black wins with 23... R×B+ and... Q-K6+. Geller must have felt rather confident at this point in view of the accumulation of threats against g7, but did Black's superior centralization leave him slightly suspicious?

22...	R-KR1!!
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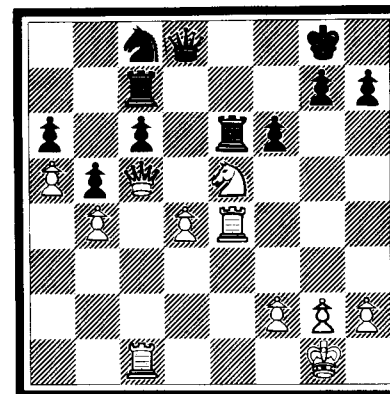
A brilliant move, the key to Black's defensive combination. The point is to decoy White's Q from the protection of c2. Interestingly, Stahlberg (in the book of the tournament) gave 22... R-KR1 a question mark since he could find no win for Black after 24 P-Q5! (see below).

23 Q×R R-B7
24 R-QB1?

Geller misses the best reply which was 24 P-Q5! It seems that Euwe had played 22... R-KR1!! more or less instinctively, since his own notes (written shortly after the game) gave only 24 P-Q5 B×P 25 R-Q1 R×P+ 26 K-B1 P×B 27 Q×RP N-N2. However, the South African master Dreyer later published a deep analysis completely vindicating Euwe's decision: 24 P-Q5 Q-N3+ 25 K-R1 Q-B7 26 R-KN1 B×P 27 R-K4 B×R 28 N×B Q-R5 and now 29 N×P Q×N 30 B-K3 Q-B4 31 B×P R-R7 + or 29 N-Q6+ N×N 30 Q×P+ K-K3 31 Q-N8+ K-K4 32 B-K3 R-B1 33 Q-N6 N-B4! -+.

24... R×P+
25 K-B1 Q-N6
26 K-K1 Q-KB6
White Resigned.

So rare is the type of sacrifice offered by Euwe's 22nd move... R-KR1!! that it must come as something of a shock to realize that Euwe had already brought off a similar exploit 19 years previously—also at Zürich!!



Euwe-Alekhine, Zürich, 1934.

31 N-B7!!

An astounding move, occupying an empty square in the middle of the opponent's camp. Alekhine's previous move had been... P-KB3 which shows that even he had either underestimated or overlooked this coup.

31... Q-K1

There is no choice. If 31... R×N 32 R×R +- or 31... K×N 32 Q-R5+ K-K2 (32... P-N3 33 Q×RP+ K-B1 34 Q-R8+ K-K2 35 R×R+) 33 R×R+ K×R 34 R-K1+ and Black is mated.

32 R×R Q×R
33 N-Q8 Q-K5
34 N×P P-R3
35 P-Q5

White has won an important pawn by means of his combination (the most scientific exploitation of f7 in this collection) and his position is now crushing. Alekhine resigned on move 53.

22

It is a fact of modern chess that our Masters and Grandmasters are maturing at an ever earlier age. When Tal played the following game he

could have been no more than 14 years old, and he was to become World Champion when still only 23. Compare these figures with those of Howard Staunton, who also appears in this volume on page 42 playing a similar N-KB6 sacrifice against Cochrane. The great nineteenth-century English Master did not learn the moves until he had attained the age of 26 (!) and his claims to be the strongest player in the chess world of the 1840s dated from his 34th year.

Tal-Zeid, Riga, 1951. Queen's Gambit Declined, Slav Defence.

1 P-Q4	P-QB3
2 P-QB4	P-Q4
3 N-KB3	N-B3
4 N-B3	P×P
5 P-K4!?	

The usual move is 5 P-QR4, but the gambit offered by Tal can grant formidable attacking chances.

5...	P-QN4
6 P-K5	

Also possible is 6 Q-B2

6...	N-Q4
7 P-QR4	N×N?

Inaccurate. It is better to precede this capture with 7... P-K3, e.g. 8 P×P N×N 9 P×N P×P and Black's QB enjoys untroubled freedom of action. As played Black's QB becomes very much of a spectator.

8 P×N	P-QR3
9 B-K2	

Immediate aggression with 9 N-N5 also deserved consideration.

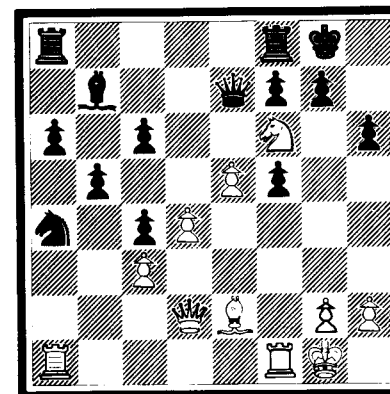
9...	B-N2
10 N-N5	P-R3
11 N-K4	P-K3
12 B-R3	

A logical weakening of the opponent's dark squares in order to enhance the power of White's centralized N.

12...	B×B
13 R×B	0-0
14 0-0	N-Q2
15 P-B4	Q-K2
16 R-R1	N-N3?

This irrelevant pawn-hunt reminds one of the early nineteenth-century "defensive" methods. By now Black had to challenge White's concentration of force on the K-side by means of 16... P-KB4! 16... P-QB4, on the other hand, would be useless after 17 N-Q6 B-Q4 18 P-B5.

17 Q-Q2	N×P
18 P-B5	P×P
19 N-B6+!	



A more complicated version of Staunton's combination against Cochrane. The idea of this type of sacrifice is that its acceptance creates a column of useless Black pawns on the KB file, causing a traffic-jam for any pieces that seek to defend the K. Clearly this example offers a further application of Réti's words quoted in Von der Lasa-Mayet, page 37.

19...	K-R1
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Or 19... P×N 20 Q×P P×P 21 R-B3 P-B5 22 R-KR3 P-B3 23 Q-R8+ K-B2 24 R-R7+ +-.

20 R×P	KR-Q1
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21 QR-KB1 B-B1
22 R-R5

Another sacrifice is coming, this time on h6.

22... Q-B1
23 R-B4 N×P
24 R/B4-R4 N×B+
25 K-B2

Humour on the chess-board.

25... P-N4
26 R×P+ Q×R
27 R×Q+ K-N2
28 Q×P+ K-B1
29 R-R8+ Resigns.

23

A dominating feature of modern professional chess, which does not receive much positive publicity because it is not very attractive, is the tendency to regard a draw with Black, or from a slightly worse position, as a minor triumph. Modern master players have a highly developed sense of danger which drives them to force, or offer, draws when they feel even slightly threatened, in a way that would not have occurred to Staunton, Morphy, Anderssen, Steinitz or Lasker. The following game by Petrosian, who has the most acute and idiosyncratic sense of danger ever developed amongst great masters, demonstrates a splendid tactical conception subordinated to the service of a rather miserable idea.

Most masters of the past, and even some contemporaries of Petrosian (Korchnoi, for example), would possibly not have considered the Black position so inferior as to necessitate the forcing of an immediate draw. Even at the end, when the draw is agreed, Black still possesses a shade of advantage.

Averbakh-Petrosian, USSR Championship 1958. Sicilian Defence, Najdorf Variation.

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 P×P 4 N×P N-KB3 5 N-QB3

P-QR3 6 B-K2 P-K4 7 N-N3 B-K2 8 B-K3 0-0 9 0-0 B-K3 10 P-B3. A well-known variation has unfolded before us, but at this stage 10 P-B4 is a more aggressive choice. It seems that Averbakh wanted to support his KP in preparation for a siege of the backward Black QP, but in Sicilian positions this simple strategy is rarely feasible, since Black has considerable counterplay on the QB file.

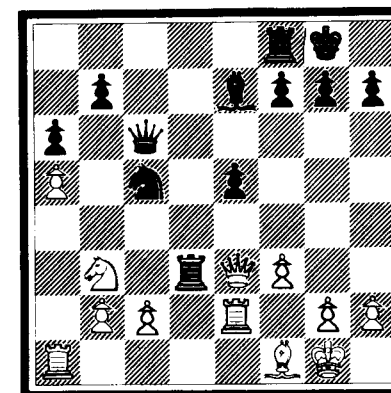
10... QN-Q2
11 P-QR4 Q-B2
12 R-B2 QR-Q1

An interesting decision: rather than reserve this R for the characteristic Sicilian pressure down the QB file Petrosian prefers to back up his potential weakness, preparing to eliminate it.

13 P-R5 Q-B3
14 B-KB1 P-Q4
15 P×P B×P

Why not recapture with the N? In that case a difficult middle-game could have arisen, but it seems likely that Petrosian was already steering towards the exchanging combination which now occurs.

16 N×B N×N
17 Q-K1 N×B
18 Q×N N-B4
19 R-K2 R-Q6!



A startling move which exploits White's vulnerability along the g1-a7 diagonal. Thus 20 P×R? N×N threatening ... N×R and ... B-B4+.

20 Q×P N×N

Black could consider playing more sharply with 20 ... B-Q3, e.g. 21 N-Q4? Q-Q2 and 22 Q-Q5 loses to ... B×P+ or 21 Q-B5 N×N 22 P×N R×NP and the presence of the queens gives Black some pull, since White has weaknesses on both sides of the board.

21 P×N B-B3
22 Q-K4 Draw Agreed.

Petrosian could have played on with 22... Q×Q 23 P×Q R×P, although his winning chances are by now remote.

24

The massive upsurge of defences involving a fianchetto of Black's KB in modern chess has led to the growth of a combination not possible in former times. Only after the "Hypermodern Revolution" of the second and third decades of the twentieth century and the dynamic Soviet investigations of the 1930s and 1940s did it become strategically legitimate to employ Black defences based on the opposition between a White pawn centre and active piece play or undermining operations. Such defences are the King's Indian; Grünfeld, Modern Benoni, Benkö Gambit, Sicilian Dragons, Pirc, Lenin-grad Dutch and some lines of Alekhine's Defence.

Since classical positional theory (e.g. utterances by Tarrasch, Rubinstein and Teichmann) had condemned such ... P-KN3 defences the combinations now associated with these defences simply could not have been conceived in the late nineteenth or early twentieth centuries, except in isolated games. The consistent corpus of games by Staunton and his English contemporaries with ... P-KN3 were rejected as eccentricities of the "old theorists" by the Classical School.

The typical combination for the Black side of the modern ... P-KN3 defences is of the break-out variety, usually designed to unleash the fearful power of Black's KB in fianchetto. Conversely, combinations from White's side tend to involve sacrifices designed to remove or stifle Black's KB, as in the next game.

Geller-Smyslov (World Champion 1957-8), Candidates' Match, Moscow, 1965. Grünfeld Defence.

1 P-Q4	N-KB3
2 P-QB4	P-KN3
3 N-QB3	P-Q4
4 P×P	N×P
5 P-K4	N×N
6 P×N	B-N2
7 B-QB4	P-QB4
8 N-K2	0-0
9 0-0	N-B3
10 B-K3	Q-B2

Smyslov's own variation which plans to bombard White's pawn-centre with pressure from the Black pieces, especially the B at g7.

11 R-B1	R-Q1
12 P-B4	P-K3
13 K-R1	P-N3?

An inaccuracy which costs Smyslov dear. Correct is 13... N-R4! 14 B-Q3 P-B4 restraining White's K-side expansion.

14 P-B5	N-R4
15 B-Q3	KP×P
16 KP×P	B-N2
17 Q-Q2	R-K1
18 N-N3	Q-B3
19 R-B2	QR-Q1

Inadequate is the "thematic combination" 19... R×B 20 Q×R BP×P 21 QBP×P B×P 22 Q-B4! Q×R+ 23 Q×Q B×R 24 Q-R6+-.

20 B-KR6	B-KR1
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The beginning of a sad career for Black's ambitious KB. The dark squares around his K (f6/h6) are looking ominously exposed.

21 Q-B4	R-Q2
22 N-K4	P-B5

Not 22... R×N 23 B×R Q×B 24 Q-N8+.

23 B-B2 R/2-K2
24 R/1-KB1! R×N

Falling in with Geller's intentions, which comprise a combination of rare beauty. Without this capture, however, Black would have no defence against White's threat to open the flood gates of the "f" file.

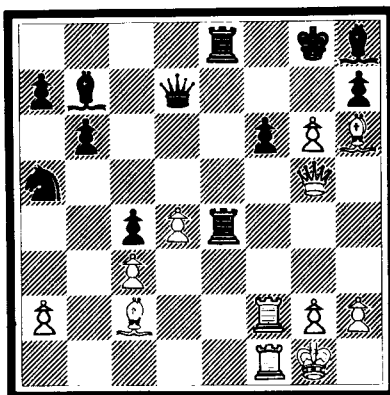
25 P×P!! P-B3

If 25... R×Q 26 P×RP mate, or 25... Q×P 26 Q×P+ Q×Q 27 R×Q R-K8 (to prevent mate on f8) 28 B×P mate.

26 Q-N5! Q-Q2

Once again mate on f8 looms if Black captures the Q.

27 K-N1!!



A very deep move; Black is placed in a kind of suspended animation, but that is not the sole point, as we shall see.

27... B-N2
28 R×P R-N5

The alternative 28... B×R reveals the profundity of Geller's 27th move: 29 Q×B P×P 30 Q×P+ K-R1 31 B-N5 R/5-K3 32 B-B6+ R×B 33 R×R and Black is defenceless, precisely because he can derive no profit from... R-K8+.

29 P×P+ K-R1
30 B×B+ Q×B
31 Q×R! Resigns.

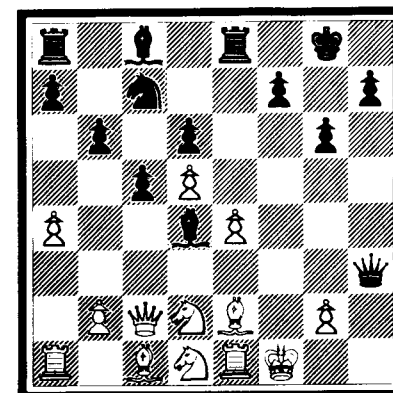
31... Q×Q 32 R-B8+ *finito*.

Geller sacrificed his Q no less than four times, yet she survived to see Black's resignation.

There follow five examples to support my introductory remarks concerning the role of the... P-KN3 defences in modern chess.

(a) **Gurgenidze-Tal**, USSR Championship, Moscow, 1957. Modern Benoni.

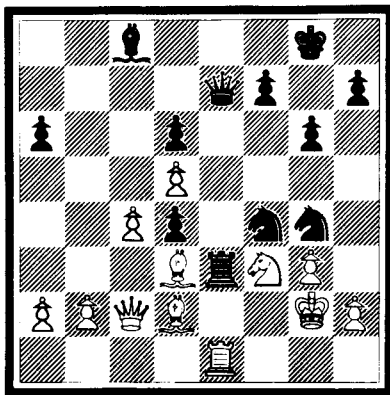
1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-K3. One of the most popular and aggressive defensive systems against the QP in modern tournament practice. A close relative is the sophisticated Benkö (counter) Gambit 3... P-QN4!? which also seeks to gain the initiative for Black, rather than merely equalize. 4 N-QB3 P×P 5 P×P P-Q3 6 N-B3 P-KN3 7 P-K4 B-N2 8 B-K2 0-0 9 0-0 R-K1 10 N-Q2 N-R3 11 R-K1. A move which looks natural enough but involves a barely perceptible weakening of f2. This game was played in the early days of the Modern Benoni and 11 P-B3! is now accepted as the main line. 11... N-B2 12 P-QR4 P-N3 13 Q-B2 N-N5 14 P-R3? A superficial reply which permits Tal to bring off a time-honoured sacrifice in an entirely modern setting. Correct is 14... B×N! B×B 15 N-B4. 14... N×BP! 15 K×N Q-R5+ 16 K-B1 B-Q5 17 N-Q1 Q×RP!



The move Gurgenzidze had not seen. If 18 P×Q B×RP mate, and with Black's Q on h3 White's defences have been completely shattered. 18 B-B3 Q-R7 19 N-K3 P-B4 20 N/Q2-B4 P×P 21 B×P B-R3 22 B-B3 R-K4 23 R-R3 QR-K1 24 B-Q2 N×P. A fresh acquisition. White evidently cannot capture twice on d5 and his position now collapses. 25 B×N+ R×B 26 K-K2 B×N 27 R×B B×N+ White Resigned.

(b) Thorbergsson-Tal, Reykjavik, 1964. King's Indian Defence.

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 P-B4 0-0 6 N-B3 P-B4 7 P-Q5 P-K3 8 B-K2 P×P 9 KP×P P-QN4!? The Benkö Gambit idea. After 10 P×P P-QR3 Black will obtain good compensation against White's Q-side by combining pressure in the open "a" and "b" files with the activity of his KB. The move P-KB4 is not very helpful to White in such situations. 10 N×P N-K5 11 0-0 P-QR3 12 N-R3?! Feeble. White should return the pawn with 12 N-B3! N×N 13 P×N B×P 14 R-N1. 12... R-R2 13 B-Q3 R-K2 14 N-B2 KR-K1 15 R-K1 N-Q2 16 N-K3 QN-B3 17 Q-B2 N-R4 18 P-KN3 B-Q5! An original idea. Black is prepared to exchange his KB in order to increase his control of e3. 19 N×B P×N 20 N-N2 N-N4! "Une petite combinaison." 21 R×R N-R6+ 22 K-B1 R×R! Most players would have recaptured with the Q, but see Tal's 25th. 23 B-Q2 N-B3 24 N-R4 N-N5 25 N-B3 R-K6! 26 K-N2 Q-K2 27 R-K1 N×BP+!

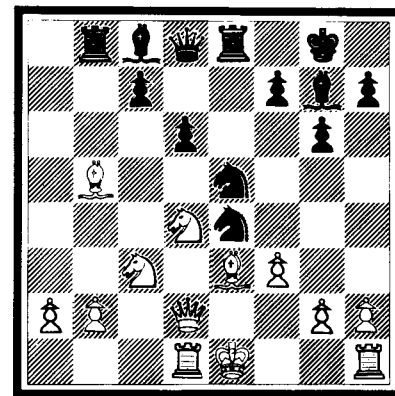


28 P×N R×R 29 N×R Q-R5 30 B-QB1. He has to defend f2. 30... Q×N 31 P-KR3 N-R3 (-+) 32 P-KB5 N×P 33 B-B4 N-R5+ 34

K-R2 N-B6+ 35 K-N2 B×P+! 36 K×N Q-KN8 37 B×NP Q-N5+ 38 K-B2 Q×B/B5+ 39 K-N1 RP×B White Resigned.

(c) Gheorghiu-Kavalek, Amsterdam, 1969. King's Indian Defence.

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 P-B3 0-0 6 B-K3 N-B3 7 KN-K2 R-N1 8 Q-Q2 R-K1 9 R-Q1 P-QR3 10 N-B1 P-K4 11 P×P QN×P 12 B-K2. After this game 12 P-QN3 came into fashion! 12... P-QN4! This sacrificial thrust releases all of the energy stored in the Black position. 13 P×P P×P 14 B×P or 14 N×P N×BP+ 15 P×N N×P 16 P×N Q-R5+ 17 B-B2 Q×KP with a powerful attack. 14... N×KP!

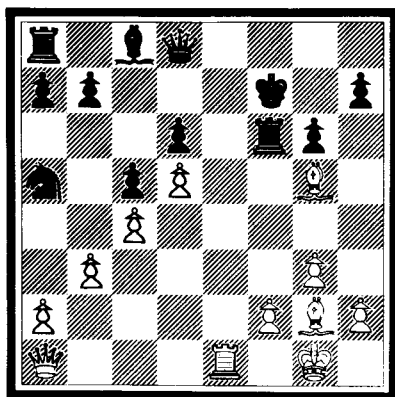


15 P×N R×B 16 N×R N-B5 17 Q-KB2 17 Q-Q3! was White's last chance to make a fight of it. 17... R×P 18 0-0 N×B 19 Q×P+ K-R1 20 Q×BP Q×Q 21 N×Q N×R/Q8 22 R×N B-Q5+ 23 K-B1 B-N5 24 R-Q2 B-K6 25 R-QB2 R-Q5 and White Resigned.

(d) Geller-Velimirovic, Havana, 1971. Capablanca Memorial. King's Indian Defence.

1 N-KB3 N-KB3 2 P-Q4 P-KN3 3 P-B4 B-N2 4 P-KN3 0-0 5 B-N2 P-Q3 6 0-0 P-B4 7 N-B3 N-QB3 8 P-Q5 N-QR4 9 N-Q2 P-K4 10 P-K4 N-N5 11 P-N3 P-B4 12 P×P P-K5?! 13 P-B6!! An inspired conception: Geller is prepared to sacrifice a R to deprive Black of the services of his KB.

13... N×P(f6) 14 N/2×P! N×N 15 N×N B×R 16 B-N5 B-B3 17 N×B+ R×N 18 Q-R1 K-B2 19 R-K1.

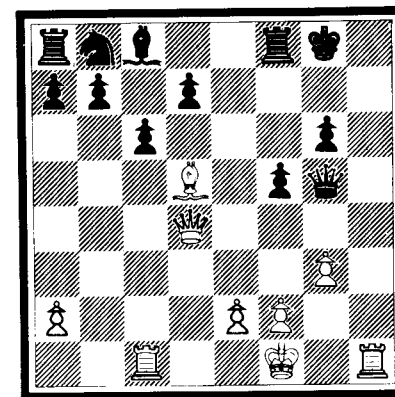


White has precisely one P for a R but Black is curiously powerless to break the pin on his KR, since the only move to defend f6 is ... Q-KR1, which walks into a new pin. 19... R-N1. Or (i) 19... B-Q2 20 Q-B3 P-N3 21 R-K6!! B×R 22 P×B+ (+-); (ii) 19... P-KR3 20 B×P Q-R1 21 B-N5 B-Q2 22 R-K4 threatening R-R4. 20 R-K3 P-N3 21 R-B3 B-B4 22 P-KN4 Q-R1 23 B×R Q×B 24 Q×Q+ K×Q 25 P×B P×P 26 R-K3. It is very satisfying that the conclusion of Geller's great combination should be a superior ending, where his R and B prove to be more active than Black's R and N. 26... N-N2 27 R-K6+ K-B2 28 B-B3 R-N1+ 29 K-B1 K-B1 30 B-R5 R-N4 31 R-K8+ K-N2 32 R-K7+ K-R3 33 R×N R×B 34 R×QRP R×P 35 R-Q7 K-N4 36 R×QP K-B5 37 K-K2 P-N4 38 P×P K-K4 39 R-Q7 R-R5 40 P-R3 R-R8 41 P-B3 K-Q5 42 P-N6 R-R7+ 43 K-K1 R-R8+ 44 K-B2 R-R7+ 45 K-K1 R-R8+ 46 K-B2 R-R7+ 47 K-N3 R-QN7 48 P-N7 R×P 49 P-R4 P-B5 50 P-R5 P-B6 51 P-R6 R-N3 52 R-QB7 Black Resigned.

The final game of this section repeats the message of Geller-Velimirovic, that in the ... P-KN3 defences Black should only surrender his KB with the utmost caution, even when material rewards are offered. The game was played on a somewhat less solemn occasion than has normally been the case in this volume, but the combinative lesson is still valuable.

(e) **Keene and Hartston-Schouten and Kerkhoff**, Consultation game, The Hague, 1965. English vs. Dutch (!?).

1 P-KN3 P-KN3 2 B-N2 B-N2 3 P-QB4 P-KB4 4 P-KR4!? N-KB3 5 N-KR3 P-K4 6 N-B3 P-B3 7 P-Q4 N-N5?! 8 P×P N×KP 9 P-N3. An interesting method of defending c4 which offers a P and the exchange in order to eliminate Black's KB. 9... N×P. Rising to the bait. 10 P×N B×N+ 11 B-Q2 Q-R4. Going for the second P rather than the exchange. In the latter case there could have ensued 11... B×R 12 Q×B 0-0 13 B-QB3! threatening N-B4 and P-R5 with excellent compensation. The safest was 11... B-B3 but 12 P-R5 still gives White possibilities. 12 B×B Q×B+ 13 K-B1 Q×BP 14 R-B1 Q-N5 15 P-R5 Q-K2 16 Q-Q4 0-0 17 P×P P×P 18 N-N5! Forcing an attractive win based on Black's lack of defence on the K-side dark squares. If now 18... Q-B3 19 B-Q5+ P×B 20 Q×P+ R-B2 21 R×B+. 18... Q×N 19 B-Q5+



19... P×B 20 R-R8+ K-B2 21 R×R+ K×R 22 R×B+ K-B2 23 Q×P+ Black Resigned.

25

Hitherto we have been concerned solely with successful combinations—successful in practice, that is, which says nothing about their objective soundness. In the next example, however, a combination is launched from a situation where the necessary combinative preconditions simply did not exist and the refutation was easy, since White (the author) was restricted to forced moves at every stage. The result should have been the transition from positional advantage to dead equality and Botvinnik's concluding

blunder is actually irrelevant to our theme. What is important and surprising, however, is that even so great a player as Botvinnik should have appraised the position as ripe for a combinative conclusion, when it was not. This proves that the inaugurator of the combination must possess courage, and faith in his judgement, as well as vision, since he cannot always be certain that the combination will go exactly as planned. The proliferation of successful and beautiful combinations on display in this volume may have given the erroneous impression that combinations are easy to play, but the corridors of the galleries of beauty are littered with combinative abortions. Here we restrict the miscombination to one example, for a catalogue of such disasters would represent a sorry tale indeed.

Keene-Botvinnik, Hastings, 1966-7. Queen's Pawn, King's Indian Defence.

1 N-KB3	P-KN3
2 P-B4	B-N2
3 P-Q4	N-KB3

Opting to transpose into the King's Indian Defence rather than continue along the lines of the Kotov-Robatsch with P-Q3 and N-QB3.

4 P-KN3	0-0
5 B-N2	P-B3
6 0-0	P-Q3

6... P-Q4 is an excellent equalizing alternative, but naturally my opponent was intent on achieving more than equality.

7 N-B3	P-QR3
---------------	--------------

A refreshing change from the well-known 7... QN-Q2 followed by 8... P-K4.

8 P-QR4?

Botvinnik accused this move of being stereotyped, and rightly so. Petrosian followed a similar plan in the last game of his World Championship Match with Spassky in 1966, but there his KN was on K2 and his KP on K3, and the weakness of the QN4 square was adequately recompensed

by increased central control. In the present case White's best course is the aggressive 8 P-Q5!

8... P-QR4!

Both preventing the constricting P-R5 and exploiting the "hole" on White's QN4.

9 P-N3	N-R3
10 B-QR3	N-QN5
11 P-K4	

The natural 11 N-R2 Q-N3 12 N×N P×N 13 B-N2 has drawbacks after 13... N-K5, but a safer course might have been 11 N-K1 followed by P-K3 and N-B2 or Q3.

11... B-N5!

In the following closed manoeuvring struggle Knights will be more useful than Bishops.

12 Q-Q2 B×N!

The N must be eliminated before it can reach K1. From here until move 26 Botvinnik plays with great accuracy and energy, and it is impossible to fault even one of his moves.

13 B×B N-Q2

Initiating pressure against the central dark squares with the intention of forcing White to play P-Q5, which will impede the scope of his KB and provide a target for the flanking blow P-KB4.

14 QR-N1

White prepares to bolster up his Q4 pawn in an attempt to avoid playing P-Q5.

14... Q-N3

It is interesting to note how Botvinnik gradually intensifies his central pressure without actually having recourse to moving his central pawns.

15 KR-Q1 QR-Q1!

Naturally not 15... B×P?? 16 Q×B Q×Q 17 R×Q N-B7 18 R-Q2! N×B 19 R-R1 and Black will lose a piece.

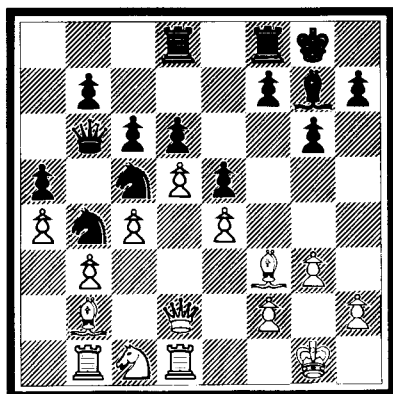
16 N-K2	P-K4
17 B-QN2	KR-K1

The pressure has now reached such a pitch that White can no longer hold out in the centre, but must declare his intentions.

18 P-Q5

At least this possesses the virtue of disarming the immediate effect of the Black Rooks.

18... **N-B4**
19 N-B1 **R-KB1**



Discreet but powerful. Note that Black has the initiative on both sides of the board and that his pieces are all indirectly aiming at White's main weakness, his KB2 square.

20 B-N2 P×P!

Meticulous accuracy. If Black plays the immediate 20... P-KB4 then 21 QP×P! NP×P 22 KP×P allows White's two bishops some scope to compensate for Black's immense pawn centre. As played a pawn remains on White's Q5 to muffle the KB.

21 BP×P **P-KB4**
22 P×P **P×P**
23 R-K1 **R-B1**

Seizing another open line and threatening to penetrate on QB7.

24 B-QB3!

Parrying the immediate danger on the QB file and actually threatening 25 B×N followed by N-R2 when White would have overcome all his problems.

24... **N-K5!**

Black must strike at once before the above-mentioned threat can be carried out.

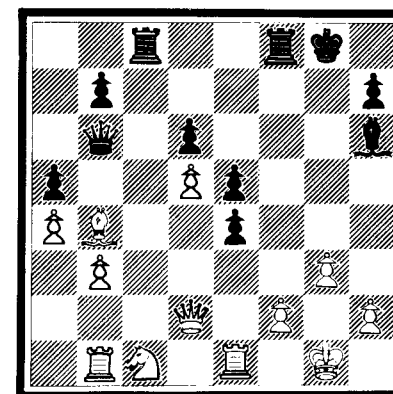
25 B×N(K4) **P×B**
26 B×N

Up to now Botvinnik's play has been a classic blend of constant tactical awareness and profound strategic thought, and at this stage the simple 26... P×B would have been quite sufficient to retain his advantage, since the weakness of his two sets of doubled pawns is offset by the increased activity of his pieces, e.g. 27 R-N2 Q-Q5 28 N-R2 B-R3! 29 Q×Q P×Q 30 R×KP P-Q6 31 P-B4 B-N2 32 R-Q2 R-B7 33 R×R P×R 34 R-B4 B-B6 35 K-B2 R-K1 and White has problems, although it should be noted that the immediate... R-K8 is not possible because of R×B!

The move actually played by Botvinnik constitutes a strange error of judgement, the more so since he pondered for over half an hour before committing himself to the following line of play. It is certainly out of character for the ex-World Champion to attempt to force matters in a strong position by essaying an unsound combination.

Hitherto Botvinnik had been playing quickly and confidently but from now on his play decelerated considerably and he began to look more and more unsettled.

26... **B-R3?**



27 Q×B!

There is no point in declining the sacrifice.

27... Q×P+
28 K-R1 Q-B6+
29 K-N1 Q-B7+

This could be construed as the first signs of hesitation.

30 K-R1 R-B7
31 Q-R3

Botvinnik himself pointed out a second satisfactory continuation for White 31 Q-K6+ K-R1 32 N-K2 R×N 33 R×R Q×R 34 R-KN1! P×B 35 Q×QP and Black must take the perpetual check.

31... Q-B6+
32 K-N1 P×B
33 N-K2! Q-K6+?

Complicating the issue. Black should either give perpetual check himself with Q-B7+, etc., or regain his piece with 33... R×N 34 R×R Q×R 35 Q-K6+ K-R1 36 Q×QP when we have a position similar to that given in the last note which is perfectly happy for White.

34 K-R1 R×N??

A fantastic blunder, possibly caused by mental exhaustion and disappointment. Black still has one possibility of saving the game after his mistake on move 33. He should have played 34... R-B7! (not Q-B6+? 35 Q-N2!). When according to Botvinnik White must continue with 35 Q-K6+ followed by perpetual check, since the presence of three Black major pieces in his position prevents White from any positive winning attempt.

35 Q-N4+

At which point Botvinnik gasped, raised his hand to his forehead, and resigned. A tragic conclusion to a game in which the greater part of his play had borne evidence of the architectonic logic and elemental force of his finest hours.

26

After the previous accident here is a game much more typical of Mikhail Botvinnik who was World Champion from 1948 until 1963 (with interruptions from 1957 to 1958 and 1960 to 1961). It may appear strange to illustrate his skill with a game dating from 1968, just 2 years before his official retirement from competitive chess, but the game he won from Portisch at Monaco, 1968 (when Botvinnik was already 57 years old!), deserves to be ranked with his victory over Capablanca (page 67) as one of the two most splendid achievements of his career.

Botvinnik-Portisch, Monaco, 1968. English Opening.

1 P-QB4	P-K4
2 N-QB3	N-KB3
3 P-KN3	P-Q4
4 P×P	N×P
5 B-N2	B-K3
6 N-B3	N-QB3
7 0-0	N-N3

Although Portisch is playing the White side of a Dragon Sicilian minus one tempo my feeling is that the Black position should be satisfactory. The disadvantage of the White set-up is that its strategic objectives are limited (mainly pressure in the QB file) and it should be possible for Black to parry this while organizing counterplay in the centre.

8 P-Q3	B-K2
9 P-QR3	P-QR4
10 B-K3	0-0
11 N-QR4	N×N

Botvinnik himself recommended 11... N-Q5.

12 Q×N	B-Q4
13 KR-B1	R-K1

This move betrays a fundamentally incorrect attitude towards the problems of defence. The KR should remain, for the moment, on f8, while Black concentrates on... P-KB4, followed by... B-Q3 or... B-KB3,

taking his share of central command. It seems, however, that Portisch has devised an ingenious scheme to frustrate White's strategic dispositions on the Q-side, therefore he is in no hurry to take positive action himself.

14 R-B2 B-B1
15 QR-QB1 N-N1?!

Springing his trap, now that White cannot retreat. Black threatens complete consolidation with 16... P-QB3 (after which Botvinnik's pieces would all be marooned on absurd squares) and Portisch doubtless believed that 16 R×P was impossible, since the R could never escape. In fact, after 16 R×P B-B3 17 R/7×B N×R, White has compensation for the exchange and the chances would be balanced. Was this the continuation expected by Portisch? Actually the best for Black at this point would have been 15... P-K5 16 P×P B×KP 17 R-Q2±.

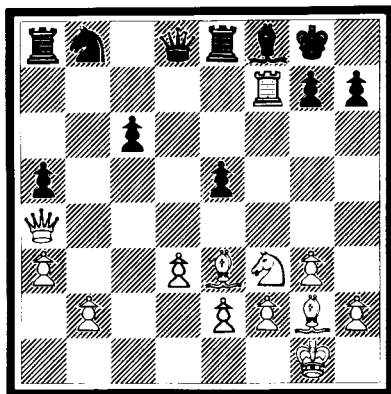
16 R×P B-B3

All according to plan, but there is a terrible shock coming.

17 R/1×B!

It looks insane, since the R on c7 is still trapped, but to quote Botvinnik himself: "In reality this R has a decisive part to play in the attack. By eliminating Black's QB White gains control of the central light squares."

17... P×R
18 R×KBP!!



The true point of Botvinnik's combination, and the most majestic orchestration I have ever seen of the ancient theme of the sacrifice against KB7. What makes this sacrifice so impressive (apart from the fact that it was completely unexpected) is the brilliant explosion of combinative energy arising from quietly logical strategic play (pressure in QB file; positional exchange sacrifice; erosion of Black's light square control...). Even the direction of the sacrificial blow is original, since such sacrifices against KB7 tend to be aimed vertically rather than horizontally. How far we have come from Greco-N.N. or Von der Lasa-Mayet!

18... P-R3

Or 18... K×R 19 Q-QB4+ K-N3 20 Q-N4+ K-B2 21 N-N5+ K-N1 22 Q-B4+ K-R1 23 N-B7+ +-. Black's 18th move is to stop N-N5.

19 R-N7 Q-B1
20 Q-B4+ K-R1

If Black seeks relief with 20... Q-K3 then 21 N×P gives White an easy win, with three pawns for the exchange.

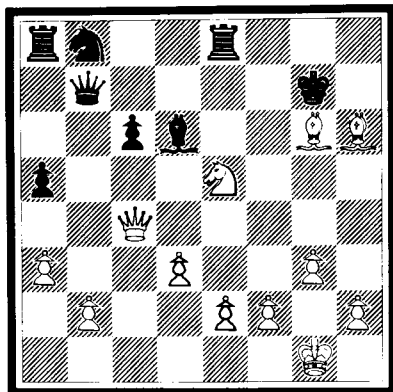
21 N-R4!!

Another brilliant stroke, the final stake in the heart of Black's light squares.

21... Q×R
22 N-N6+ K-R2
23 B-K4 B-Q3

To prevent 24 N-K7dis+ and Q-N8 mate, but in any case he cannot avoid a scintillating finale.

24 N×Pdis+ P-N3
25 B×P+ K-N2
26 B×P+!! Resigns.



26... K×B 27 Q-R4+ K-N2 28 Q-R7+ K-B3 29 N-N4+ K-K3 30 Q×Q +.

"An extraordinary game for the present time." (Botvinnik.)

27

As chess science advances, the goals of sacrificial combinations have diversified and become more sophisticated. The essential idea of the Greek Bishop sacrifice (and its more complicated relation the double-bishop sacrifice) is already well known, but here Polugaievsky embellishes it with an extra dimension, since his interpretation is designed to endow White with a good R and N vs. R and B ending, rather than to deliver mate.

Polugaievsky-Tal, USSR Championship, Moscow, 1969. Queen's Gambit Declined, Semi-Tarrasch Defence.

1 P-QB4	N-KB3
2 N-QB3	P-K3
3 N-B3	P-Q4
4 P-Q4	P-B4
5 P×QP	N×P
6 P-K4	N×N
7 P×N	P×P
8 P×P	B-N5+

A simplification useful to Black. My own feeling about this line is that Black should be able to surmount the tactical difficulties caused by White's central predominance and K-side threats and that his Q-side pawn majority should then offer him good chances for the ending. In practice,

however, Black often falls victim to a sudden raid.

9 B-Q2	B×B+
10 Q×B	0-0
11 B-B4	N-B3
12 0-0	P-QN3
13 QR-Q1	N-R4

This variation had become popular as a result of the interesting 5th match game between Spassky and Petrosian played earlier in 1969, which continued: 13... B-N2 14 KR-K1 R-B1 15 P-Q5 P×P 16 B×P N-R4 17 Q-B4!±. Tal's 13th was planned as an improvement on Petrosian's handling of the position, but it seems that Polugaievsky was fully prepared to meet it. In fact I cannot suppress the suspicion that Polugaievsky had worked out his entire combination in pre-game analysis.

14 B-Q3	B-N2
15 KR-K1	R-B1
16 P-Q5	P×P

An inspired defensive idea here is the Q "sacrifice" suggested by Matsukevich: 16... Q-Q3 17 P-K5 Q×QP 18 Q-B4 P-KR3 19 B-R7+ K×B 20 R×Q B×R when Black has a very solid position, and has also effected an important simplification.

17 P-K5!

Black's K-side now suffers from a fearful cramp.

17... N-B5

This turns out to be inferior, but 17... Q-K2 18 N-Q4 is also ±.

18 Q-B4 N-N7

Losing by force, but if 18... P-KR3 19 Q-B5 P-N3 20 Q-N4 (threatening B×P) followed by P-K6.

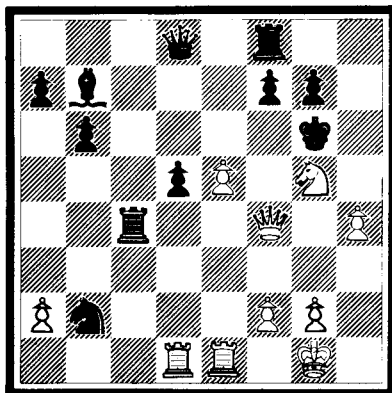
19 B×P+!

An old-fashioned sacrifice in a modern setting. Against the best defence White cannot force mate, but simply reaches a (materially) level ending.

19...	K×B
20 N-N5+	K-N3

Not 20... K-N1 21 Q-KR4 R-K1 22 P-K6 +-.

21 P-KR4! R-B5!



An excellent defence which avoids two spectacular conclusions:

(a) 21... N×R 22 P-R5+ K×P 23 P-N4+ K-R3 24 Q-R2+ K×N 25 Q-R5+ K-B5 26 Q-B5 mate;

(b) 21... R-KR1 22 Q×P+ K-R3 23 Q-K6+ K-R4 24 P-N4+ K×RP 25 N-B3+ K-R6 26 P-N5 mate.

Note that Black defends actively, not by seizing ever more material.

22 P-R5+ K-R3
23 N×P+ K-R2
24 Q-B5+ K-N1
25 P-K6

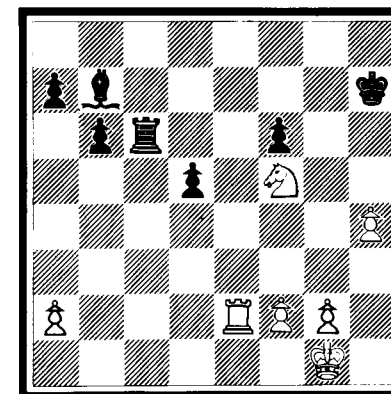
With the terrible threat of 26 P-R6, but Tal still continues to find ways out.

25... Q-B3!
26 Q×Q P×Q
27 R-Q2

Attacking the N and also intending N-Q6, so White regains his piece.

27... R-B3
28 R×N R-K1

29 N-R6+ K-R2
30 N-B5 R/3×P
31 R×R R×R
32 R-B2 R-B3
33 R-K2



The final result of the combination seems to be only an "equal" ending, but the poor position of Black's K combined with White's active R leave Tal at a pronounced disadvantage.

33... B-B1?

The only chance to defend was 33... R-B2! protecting the vulnerable second rank.

34 R-K7+ K-R1
35 N-R4

Threatening 36 N-N6+ K-N1 37 P-R6 +-.

35... P-B4
36 N-N6+ K-N1
37 R×P Black Resigned.

The conclusion forms an interesting counterpart to the game Tal-Polugaevsky (given on page 80) where a sacrificial combination also led to a favourable R and N vs. R and B ending, but with rôles reversed.

28

Spassky-Ciric, IBM Tournament, Amsterdam, 1970. Catalan System.

It is almost impossible for any chess writer to avoid using a set of clichés to connote his disapproval or approbation of the moves of a particular game he is reviewing, and one such cliché was the tendency on the part of annotators to link the concepts of “simplicity of means”, “economy of effort” and “crushing effects” and serve up the finished product to the chess public as the hallmark of the “great master”.

This particular cliché is no longer universally viable with reference to modern top-class chess. Thus no one could accuse Petrosian or Botvinnik of “simplicity of means”, and the proliferation of hyper-complex modern openings (Pirc/Ufimsev Defence, King’s Indian Attack, Nimzowitsch-Larsen System, etc.) precludes excessive use of the laudatory epithet “economy of effort”. In his excellent collection of Tal’s games (Mikhail Tal’s *Best Games of Chess*) Peter Clarke underlined the modern trend towards complexity—even obscurity—in the efforts of the great modern players to obtain decisive results: “As long as there are players who are willing to run risks or to experiment there need be no fear of the game being reduced to an exact science. In recent years this so-called fantasy has mostly been associated with Bronstein, who on many occasions has completely confounded his opponent by the obscurity of his ideas. And there is Petrosian, who produces strategical masterpieces of a mysterious vein.”

Once this has been grasped Spassky’s achievement in the present game can be properly appreciated. This is a game in which the proverbial “simplicity of means” and “economy of effort” really do lead to “crushing effects” and this with one of the hyper-complex, over subtle, even slightly artificial modern systems of opening.

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-KB3	N-KB3
4 P-KN3	B-K2
5 B-N2	O-O
6 O-O	P-B3
7 P-N3	QN-Q2
8 B-N2	P-QN3

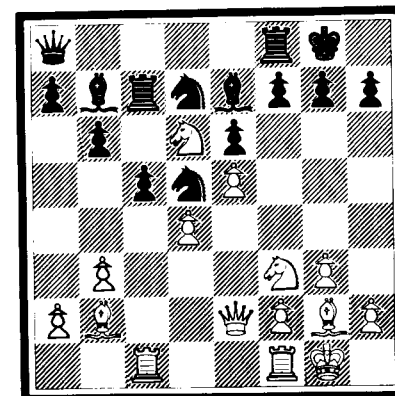
9 QN-Q2
10 R-B1

B-N2

Opting for the closed form of this opening. It has now been established that the more aggressive 10 Q-B2 should lead nowhere, although, ironically, Ciric lost a brilliant game as Black in this line to Geller before Black’s defence had been properly elaborated: Geller-Ciric, Oberhausen, 1961, went 10 Q-B2 R-B1 11 QR-Q1 Q-B2 12 P-K4 P×KP 13 N×P N×N 14 Q×N P-QB4 15 P-Q5 N-B3 (15... B-KB3! 16 Q-B2 P×P 17 P×P B×B 18 Q×B QR-Q1 19 P-Q6 Q-N1 20 KR-K1 N-B3 21 R-K7 R×P! 22 R×R Q×R 23 R×B Q-Q8+, as in Geller-Ney, Tiflis, 1967, gives equality) 16 Q-B2 P×P 17 B-K5! Q-Q1 18 N-N5 P-N3 19 P-KR4 N-R4 20 B×P B×B 21 R×B Q-K1 22 R-K1 Q-B3 23 B-N2 KR-K1 24 N×RP! B×P 25 KR-Q1 Q-K3 26 Q-B3 P-B3 27 Q-Q3 Q-N5 28 R-N5!! Q-K5 29 N×P+ N×N 30 P×B KR-Q1 31 Q×R+ R×Q 32 R×R+ K-B2 33 B×N K×B 34 R-Q6+ K-B2 35 R(Q6)×KNP Q×RP 36 R-K7+ K-B3! 37 R(N7)-N6+ K-B2 38 R-N7+ K-B3 39 R(N7)-N6+ K-B2 40 R-N4 Q-R4 41 R-N7+ K-B3 42 R(N4)-N6+ K-B4 43 R-N5+ Resigns.

10...	R-B1
11 P-K3	P-B4
12 Q-K2	R-B2
13 BP×P	B×P

This does not work out very well. Superior is 13... KP×P, although this type of position has been known to guarantee White a prolonged initiative



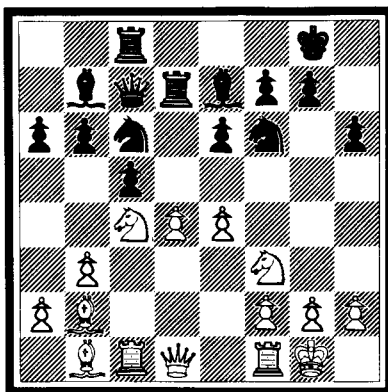
since the game Botvinnik–Petrosian, Spartakiad, 1964; the pawn at Q4 slightly restricts the scope of Black's QB and White gains useful squares for manoeuvres—especially K5.

14 P-K4!	B-N2
15 P-K5!	N-Q4
16 N-B4!	Q-R1
17 N-Q6!	

The reader may well question why I have seen fit to adorn Spassky's 14th-17th moves with exclamation marks—surely they are simple and obvious, so why should they be singled out for particular approval? But it is precisely this quality of being simple and obvious which makes these moves so remarkable. With nonchalant directness and lack of ceremony Spassky has established a dominating position, whereas it is usual in such situations to continue subtly with the restraint of the centre pawns and an attempt to exchange the White-squared Bishops, whereupon White may seize an extra square on the Q-wing or gain a minute endgame advantage.

The disadvantages of ceding the Q5 square to a Black N and of weakening the KR1–QR8 diagonal are often sufficient to deter White from the advance excuted by Spassky in this game, yet the then World Champion demonstrates the irrelevance of these considerations. In my preamble I referred to “simplicity of means” and I think that the reader will have grasped my point at this stage.

Before continuing it is worth resurrecting a game played a century ago which, rather surprisingly, employed a similar attacking idea:



Owen–Gossip, Hooton, 1874. In this position White played 18 P-K5 N-Q4 19 Q-B2 P-N3 20 N-Q6 (here we have it) B×N 21 P×B Q×P 22 P×P P×P 23 KR-Q1 N/3-N5 24 Q-Q2 Q-B1 25 N-K5 R/2-B2 26 N-N4 P-KR4 27 N-K5 N-QB3 28 Q-N5 N×N 29 Q×N Q-R3 30 R-B4 R-Q1? 31 Q×R! Resigns. I suppose one could designate White's 31st move as a “combination” of sorts, but it is a most lame and impotent conclusion in comparison with Spassky's achievement. What is of significance, however, is the way in which Owen correctly grasped the sacrificial concept: N-Q6, investing a pawn in order to open the diagonal of White's QB.

17...	B×N
18 P×B	R-B3
19 P×P	

White can go wrong here in a way which indicates the possible dangers of weakening the KR1–QR8 diagonal, e.g. the plausible 19 N-K5 R×P 20 N×N R×N 21 P×P N-B6! 22 B×N B×B 23 Q-K5 P-B3 24 Q×P+ QR-B2 and a drastic twist of fortune has occurred.

19...	P×P
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If 19... R×BP, White really could play 20 N-K5, undermining the position of the R at QB4 and the N at Q2, enhancing the power of the QP and clearing a path towards KN7, e.g. 20... N×N 21 R×R P×R 22 Q×N. Black has no way of organizing a counter-blow along his QR1–KR8 diagonal in this line.

20 N-N5

Playing for mate. White abandons the QP as a decoy, quite in the style of Alekhine.

20...	R×P
21 KR-Q1	R-R3
22 Q-K4	P-B4

An unfortunate necessity, since the N at Q4 is pinned. But now White can fasten onto another weakness.

23 Q-QB4	Q-K1
24 R-K1	R×P

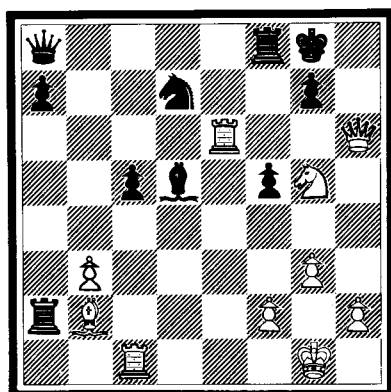
Hybris—or was Ciric wilfully co-operating to create a beautiful finish?

Such acts of aesthetic generosity and public-spiritedness are not unknown when a player realizes his position is beyond redemption.

25 R×P Q-R1
26 B×N B×B
27 Q-KR4

The shifts of front by the White Q are an especially attractive feature of this outstandingly beautiful game.

27... P-KR3
28 Q×P!



28... N-B3
29 R×N Resigns.

29... R×R 30 Q-R7+ K-B1 31 Q-R8+ B-N1 32 B×R P×B 33 Q×P+ K-K1 34 R-K1+ K-Q2 35 R-K7+, is convincing.

This scherzando finish is a fine indication of the combinative artistry of which the flank débuts are capable. Its simplicity and concentrated force are, in my opinion, infinitely more satisfying than the stereotyped "brillancies" which are manufactured from the "combinational workshop" of such openings as the Morra, Goring and Wing Gambits or the Blackmar-Diemer.

29

An example from my own tournament career that traces a clear line of influence to a brilliant predecessor:

Keene-Robatsch, Clare Benedict, Madrid, 1971. Catalan opening.

1 P-QB4 N-KB3
2 N-KB3 P-K3

The Austrian Grandmaster is a player noted for his solidity, so I was expecting this answer rather than the more speculative 2... P-KN3.

3 P-KN3 P-Q4
4 B-N2 B-K2
5 0-0 0-0
6 P-Q4 QN-Q2
7 Q-B2 P-QN3
8 N-B3 B-N2
9 P×P N×P

This line was employed by Geller in his 1965 Candidates' Match with Smyslov, and resulted in easy equality for Black on that occasion. Here, or on the next move, a recapture on d5 with the KP would restrict the mobility of Black's QB.

10 N×N B×N
11 P-K4 B-N2
12 B-B4

Smyslov played 12 R-Q1, which got him nowhere. The text seems more logical to me, since White now has the opportunity to place his rooks on d1 and e1, and in addition he has no reason to fear the central thrust... P-QB4 on account of the following pawn sacrifice.

12... P-QB4
13 P-Q5 P×P
14 P×P KB-B3

And not 14... B×P 15 QR-Q1 when Black must lose material. 14... N-B3 would fail to 15 P-Q6 followed by 16 QR-Q1.

15 P-KR4 R-K1

15... P-KR3 is possible, although White could then try 16 N-R2-N4 observing the weakness on h6.

16 N-N5 N-B1
17 QR-Q1 B-Q5

Hoping to surround White's QP, but White's next move thwarts this design.

18 B-K3

Now Black cannot capture at once on e3 in view of the sensitivity of the "f7" point.

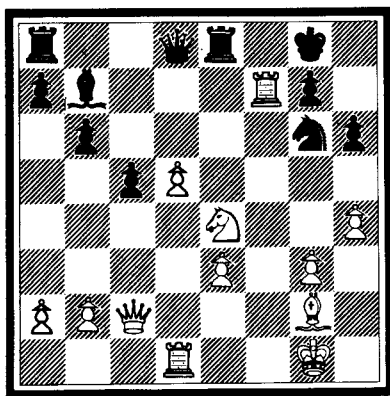
18... P-KR3

After the game Robatsch suggested 18... P-B3 but this fails to 19 P-Q6! B×B 20 Q-N3+ P-B5 21 Q×P+ N-K3 22 N×N B×R 23 K×B, etc. *En passant*, it should also be mentioned that the variation 18... B×QP 19 B×B (d4) B×B (g2) 20 B×NP! is in White's favour.

19 N-K4 B×B
20 P×B N-N3?

A severe tactical error which has lamentable consequences. White's advantage—passed pawn and pressure in the KB file—is not yet of decisive proportions after the correct 20... Q-K2! Now a holocaust occurs.

21 R×P



Frankly, this sacrifice was inspired by the Botvinnik–Portisch game (page 116) and I played it after only a few minutes thought. It is clear that the replies 21... R×N (22 R×B R-KN5 23 Q-B5) and 21... K×R (22 R-B1+ K-N1 23 N-B6+ P×N 24 Q×N+ K-R1 25 Q×RP+ K-N1 26

R×P) are inadequate, and I felt that after (21... K×R 22 R-B1+) 22... K-K2 there just had to be a mate.

21... K×R

It is hopeless to decline. White would remain a pawn up with a R established on the 7th rank.

22 R-B1+ K-K2

Only now did I pause to think (for 50 minutes) before continuing with the combination. White is winning but some of the variations demand precise calculation. If instead 22... K-N1 23 N-B6+ P×N 24 Q×N+ wins easily.

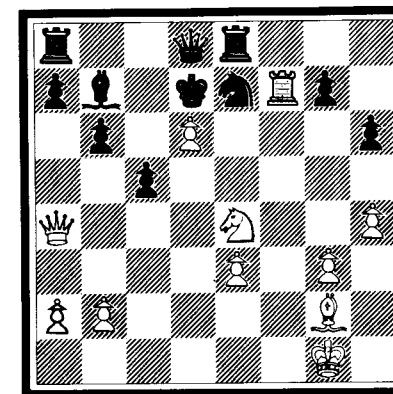
23 P-Q6+ K-Q2

Or 23... K-K3 24 N×P+ P×N 25 Q×N+ K-Q2 26 R-B7+, etc.

24 R-B7+ N-K2

If 24... K-B1 then 25 R-B7+ K-N1 (25... Q×R 26 P×Q K×P 27 N-Q6 K×N 28 Q×N+ R-K3 29 Q-Q3+ K-B2 30 B×B K×B 31 Q-Q7+) 26 R×B+ K×R 27 N×P++ K-N1 28 N-R6 mate.

25 Q-R4+



25... K-B1

There are two alternatives
(i) 25... B-B3 26 B-R3 mate.

- (ii) 25... K-K3 26 Q-B4+ and now:
 (iia) 26... K-Q2 27 B-R3+ K-B3 28 P-Q7 R-KB1 29 Q-K6+ K-N4 30 N-Q6+;
 (iib) 26... K-K4 27 P×N R×P (27... Q-Q4 28 Q-B3+ K-K3 29 N-N5+) 28 R-B1! and Black's K is stranded;
 (iic) 26... B-Q4 27 R×N+ R×R (27... Q×R 28 N×P+ K×P 29 Q×B+, etc.) 28 N×P+ P×N (28... K-B3 29 Q-B4+K-N3 30 P×R) 29 Q×B+ K-B3 30 Q-B3+ followed by P×R and Q×R winning a piece.

26 P-Q7+

Leading to a surprise final twist.

26 ... Q×P

Or 26... K-B2 27 P×R=N+ Q×N 28 Q-B4 and Black is helpless.

27 B-R3! Black Resigns.

- (i) 27... Q×B 28 Q×R+;
 (ii) 27... B-B3 28 Q×B+ N×Q 29 B×Q+ K-Q1 30 B×N and wins.

30

To examine the mechanism of a combination as it is conceived over the board in the mind of a chess player is a difficult proposition, since the notes written afterwards, or the verbal comments expressed, do not always reveal the whole truth.

In introducing my game against Kovacevic I will attempt to reconstruct my own thought processes honestly, if schematically, showing how I fumbled towards the correct solution.

(1) Moves 1-11. Slight mishandling of the opening by White, of which I was well aware.

(2) Moves 12-16. A feeling of recovery, sensing that my opponent had released the tension prematurely.

(3) Move 17 (Black). A sudden sensation of excitement. I could see that Black had become very weak on the light squares, and that some violent development involving the relationship between the squares c6, e6 and f5 was possible, also exploiting the looseness of the B on e7. At this stage I observed the advantageous continuation 18 P-B5 P×P 19 N-Q4 Q-Q2 20 N×QBP Q×N 21 Q×B±.

(4) Move 20 (White). Growing conviction that there was more to the position for White than offered by the variation above. This leads to observation of 22 R-R7!! and the actual conclusion of the game.

(5) Move 23 (White). After I had played this I was sure of victory, but while awaiting my opponent's reply I noticed (to my horror) 23... B-R6! which had previously been overlooked. I wanted to play 24 B×N in reply, but couldn't work it out, and so found the variation 24 N×Q-30 Q×BP as a contingency measure. However, Black did not find the correct defence and the game continued along the path of my original calculation.

Keene-Kovacevic, IBM Masters Tournament, Amsterdam, 1973. Nimzo-witsch-Larsen Attack.

1 N-KB3	P-Q4
2 P-QN3	B-N5
3 B-N2	N-Q2
4 P-KN3	B×N
5 P×B	KN-B3
6 P-KB4	P-K3
7 B-N2?!	

Dubious, 7 B-KR3! intending the disruptive advance P-B5 is less stereotyped.

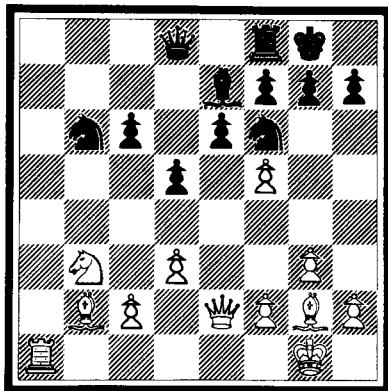
7 ...	B-K2
8 0-0	0-0
9 P-Q3	P-QR4
10 P-QR4	P-B3
11 N-Q2	P-QN4
12 Q-K2	P×P?

Now White obtains the upper hand. It was essential for Black to maintain the tension with moves such as ... R-N1 and ... R-K1 when his position would even be slightly preferable.

13 R×P	N-N3
14 R-R2!	P-R5
15 KR-R1	P×P
16 R×R	N×R
17 N×P	N-N3

Not good: White now has the opportunity to launch a variety of favourable combinations, but it is clear that Black's position is already far from satisfactory (White is better developed and his well-coordinated pieces control the vital "a" file and a1-h8 diagonal).

18 P-B5!



Inaugurating the combination. Black must accept the sacrifice otherwise (after 19 P×P) he would shed his KP to the combined onslaught of White's pieces.

18... P×P
19 N-Q4 Q-Q2
20 B-KR3!

Also good was 20 N×QBP Q×N 21 Q×B but the text is more accurate. Black cannot allow the White N to reach f5 since the threats against g7 would be intolerable.

20... P-N3

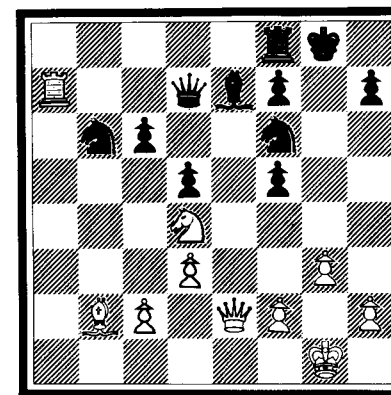
Or 20... N-N5 21 N×KBP!

21 B×P!!

Once again 21 N×QBP Q×N 22 Q×B was very good, but White has something considerably more ambitious in mind.

21... P×B
22 R-R7!!

This move visibly came as a shock to my opponent. Black has no choice but to fall in with White's plans.



22... Q×R
23 N×QBP Q-Q2

There are two major alternative defences:

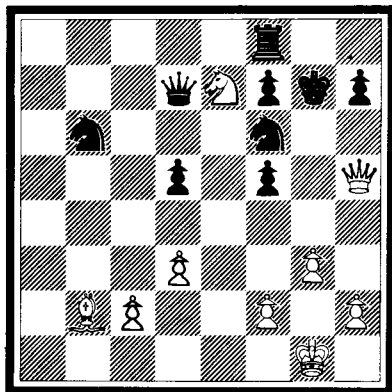
(a) 23... Q-R7 24 N×B+ K-N2 25 N×BP+ K-N1 26 Q-N4+ N×Q 27 N-K7 mate—or 25... K-N3 26 N-K7+ K-N2 27 Q-N4+.

(b) 23... B-R6! (Best) 24 N×Q (24 B×N Q-R5! is highly unclear), B×B when White has Q for R and two pieces, but Black's pieces are rather awkwardly placed and this enables White to increase his advantage as follows: 25 P-QB4! B-Q5 26 N-N5 R-K1! 27 Q-B3 B-B4 28 P-Q4 B-B1 29 P-B5 N-B5 30 Q×BP and in view of the powerful QBP, Black's weakened K-side and the scattered dispositions of the Black army, White should win.

However, this was Black's only chance of resistance, but, as so often, a combinational blow disturbs the balance of the victim's objectivity and he fails to discover the most tenacious defensive possibilities.

24 N×B+ K-N2
25 Q-R5!

Completely unanswerable. **Black Resigned.**



For example: 25... Q×N 26 Q–N5+ K–R1 27 B×N+ picking up the other N in addition, or 25... P–R3 26 N×P+ or 25... R–QR1 26 Q–N5+ K–B1 27 B×N when Q–N7+ and Q–N8 mate follows.

31

The popular image of chess conveyed by its leading practitioners has tended to be that of an intensely cerebral activity and (in comparison with football, tennis or golf stars) the Grandmasters have exerted a limited public appeal beyond the circles of the devotees of the game. Russian domination of the World Championship—for over 20 years from 1948 to 1972—coupled with the profoundly intellectual figure of Dr. Botvinnik (World Champion himself for much of this time) and his rigid insistence on the virtues of the “Soviet School of Chess”, has done much to reinforce this view in the collective consciousness. Yet chess can be real news; chess masters can command huge fees (on the lines of other international sports); they can become superstars, and millions of fans (apart from those waiting patiently in the snows of Moscow) can hang on the results of their matches. But this Romantic aura has descended on chess primarily with the advent of two conquerors from the New World emerging on to the traditional battlefields of Europe and Russia.

Paul Morphy’s whirlwind impact on the public mind was such that, even today, his is one of the few chess names a layman can be guaranteed to remember. His early retirement from active chess was a stroke of genius in one respect (although a terrible tragedy in many others) in that he preserved for ever a nimbus of invincibility upon which no rival could

impinge. Not for him the fate of such as Steinitz, Lasker or Capablanca—mighty champions who faced defeat in their later years—for Morphy retired supreme at the height of his powers, and no subsequent champion could feel secure in his position as long as Morphy lived.

To us, well over 100 years after Morphy’s achievements, Bobby Fischer must appear as a kind of Morphy redivivus. After a brilliant career in which he smashed the greatest masters of the age by unparalleled margins, and moreover, in beautiful games which were textbook models of chess strategy and tactics, he simply stopped playing in 1972. His exploits and adventures on and off the chess-board made headline news, and showed that chess was also a game of action, which rewarded individual effort; a top-ranking international sport for young men, not just a matter for abstruse debate amongst bespectacled Soviet intellectuals, as it must have seemed for so long before to the proverbial “man in the street”. If Fischer’s “retirement” proves to be permanent he will certainly repeat Morphy’s fiat of rendering himself magically invulnerable, but the chess world will be deprived of some wonderful masterpieces and also of seeing in action the man who was probably the greatest player of all time—a man who was made for chess, and for whom chess itself seemed to have been made.

Fischer has probably had more printed pages devoted to him than any other master in chess history, and his best games are correspondingly well known. Apart from his own book of *Memorable Games* there is the Wade/O’Connell volume of his games (all of his games) plus innumerable articles and specialist monographs (*How Fischer Plays Chess* by David Levy is one I can recommend), including dozens of books on his title fight with Boris Spassky, so the task of choosing a game to represent him here (as with Alekhine for example) has been inordinately difficult. Fischer simply made chess exciting whenever he came to the board, and a study of his games has convinced me that this is chess as it ought to be, with every game played to the full.

Although Fischer has produced many wonderful tactical conceptions in the course of his career his style exhibits no symptoms of a hypertrophy of combinative thinking. His sparkling combinations appear easily and naturally as the servants of powerfully impressive positional ideas. There is a delightful completeness and unity about his play possessed by no other masters of our time. The present World Champion (by default) Anatoly Karpov of the USSR is a superbly practical player with lightning reactions who understands the optimum course for himself (on and off the chess-

board) with minimum effort, yet he still lacks the supreme quality of Bobby Fischer. Karpov is still a very young man and only time can tell if he will reach the standard set by Fischer from 1967 to 1972.

The game I have eventually chosen to represent Fischer exhibits many of the most positive features of his style: deep opening knowledge; an uncompromising attitude to the struggle, even with Black; constructive materialism allied with great vision. It should be observed that absolutely the most efficacious solution to the problems of a position will normally create the most aesthetic effect, which accounts for much of the appeal of Fischer's games.

Minic-Fischer, Rovinj-Zagreb, 1970. Tournament of Peace. Sicilian Defence, Najdorf Variation.

1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	P×P
4 N×P	N-KB3
5 N-QB3	P-QR3

The early counter-attacking possibilities of the Najdorf Variation seem tailor-made for Fischer's aggressive style, and in the past the criticism was often levelled at him that his opening systems lacked variety. However, in his 1972 Match with Spassky, Fischer also employed Alekhine's Defence and the Pirc thus adding the string of versatility to his bow of strength.

6 B-KN5

As White against the Najdorf Fischer has preferred 6 P-KR3 or 6 B-QB4. Here are two of his classic examples:

(a) Fischer—Najdorf (!) Olympiad Varna, 1962. 6 P-KR3 P-QN4 7 N-Q5 B-N2 8 N×N+ NP×N 9 P-QB4 P×P 10 B×P B×P 11 0-0 P-Q4 12 R-K1 P-K4 13 Q-R4+ N-Q2 14 R×B! P×R 15 N-B5 B-B4 16 N-N7+ K-K2 17 N-B5+ K-K1 18 B-K3 B×B 19 P×B Q-N3 20 R-Q1 R-R2 21 R-Q6 Q-Q1 22 Q-N3 Q-B2 23 B×BP+ K-Q1 24 B-K6 Black resigns.

(b) Fischer—Rubinetti, Interzonal, Palma, 1970: 6 B-QB4 P-K3 7 B-N3 P-QN4 8 0-0 B-N2 9 R-K1 QN-Q2 10 B-N5 P-R3 11 B-R4 N-B4 12 B-Q5! P×B 13 P×P+ K-Q2 14 P-QN4 N-R5 15 N×N P×N 16 P-QB4 K-B1 17 Q×P Q-Q2 18 Q-N3 P-N4 19 B-N3 N-R4 20 P-B5 P×P 21 P×P

Q×P 22 R-K8+ K-Q2 23 Q-R4+ B-B3 24 N×B Black Resigns. And the moral is that you should not leave your K in the centre when playing Fischer.

6...	P-K3
7 P-B4	B-K2

7... Q-N3!? (the "Poison Pawn") has been one of Fischer's favourites and Minic was probably well prepared for this—although I suspect that Fischer's preparation would have proved superior if he had opted for that line.

8 Q-B3	Q-B2
9 0-0-0	QN-Q2
10 P-KN4	P-N4
11 B×N	N×B
12 P-N5	N-Q2
13 P-QR3	

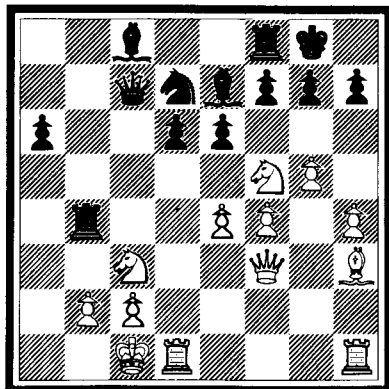
The sharper 13 P-B5 may be stronger. The text gives Black a target for... P-N5, but in matters of opening theory (which are subject to constant flux) it is dangerous to criticize.

13...	R-QN1
14 P-KR4	P-N5
15 P×P	R×P
16 B-R3	0-0!

Avoiding 16... N-B4 17 P-B5+. After the text Black's K seems exposed to the storm, but Fischer has judged this knife-edge position extremely accurately.

17 N-B5!?

Minic proceeds with commendable energy. Another drastic solution was 17 N×P P×N 18 B×P+ K-R1 19 N-Q5 but after 19... Q-B5! (Fischer) 20 B×N B×B 21 N×B KR-QN1 Black has a powerful counter-attack.



17... N-B4!

Of course not 17... P×N? 18 N-Q5±. Fischer plans to pressurize White's KP (over-protection in reverse?) which is the lynch pin of White's position.

18 N×B+ Q×N
19 P-R5

This move has come in for a lot of unreasonable criticism with 19 Q-K3 (followed by R-Q4) suggested in its place. But in practical play White's attack must have appeared very promising to him.

19... B-N2
20 P-R6 B×P

Constructive materialism! Fischer needs e4 for his pieces. The pawn itself is of little significance.

21 N×B N×N
22 P×P R-B1
23 R-R2

If 23 B-B5 P×B 24 Q-R5 R×P+! 25 K×R Q-B2+ 26 K-N1 N-B6+ 27 K-B1 N×R+ 28 K×N R-Q5+ -+.

23... R-R5
24 K-N1 P-Q4
25 P-B4

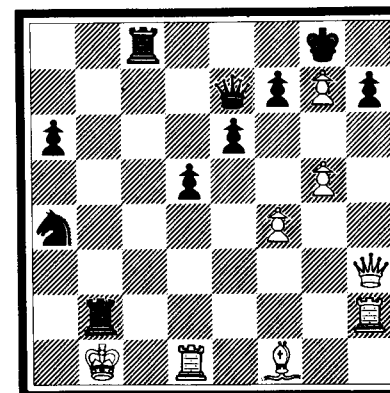
If 25 B-B5 P×B 26 Q-R3 N-B6+.

The point of this pawn sacrifice is to defend b2 and clear the KR file for attack—with tempo.

25... R/R5×P
26 B-B1 R-N5
27 Q-KR3 N-B6+
28 K-B1 N-R5+

Black cannot pause to capture the R which shows just how dangerous White's own attack can be.

29 K-N1 R×P+!



Did Minic expect Fischer to force a draw instead? Fischer's combination is the more remarkable in that the Yugoslav master had also taken provision for the defence of his K by means of the lateral operation of his Q and KR.

30 R×R N-B6+
31 K-B1 Q-R6!!

What general principle is it which requires that Black's attack should be more successful than White's? It is clear now that White's situation is critical (in spite of his extra R) but on move 29 it was only the miracle of the sacrifice that turned the scales. Possibly we should seek for the reason in that Black's wing attack received greater support from the centre, while White's was confined solely to the KR file.

32 B-Q3 Q-R8+
33 K-Q2 Q×R+

34 K-K1 N-K5**White Resigns.**

Aesthetic, exciting, scientific, in fact “classical” in the very best sense of the word; are we to see no more games like this from Bobby Fischer? Has he renounced his native art forever, leaving the stage for lesser mortals? I trust not.

CHAPTER 4

*After Fischer***32**

FROM mid-1972, when he became World Champion, up to the time of writing (mid-1976), Bobby Fischer has not played one serious game of chess, hence the 1974 Candidates’ Final Match between Korchnoi and Karpov must, indeed, be regarded as a contest between the two foremost, active players of the moment.

Seen in this context it is interesting to compare the game which follows with no. 12 from the Morphy–Anderssen match, which also witnessed a clash between the two greatest players active in that period. Both games were Sicilian Defences, won rapidly by White with a crushing sacrificial attack, and in both cases the youthful victors played their moves with startling speed, but more of this later.

Karpov–Korchnoi, Game 2, Candidates’ Final Match, Moscow, 1974.
Sicilian Defence, Dragon Variation.

1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	P×P
4 N×P	N-KB3
5 N-QB3	P-KN3
6 B-K3	B-N2
7 P-B3	N-B3
8 Q-Q2	0-0
9 B-QB4	

For 9 0-0-0 see Ostermeyer–Sosonko, page 154. The move chosen by Karpov is doubtless White’s most reliable choice, and the one most likely to produce an enduring attack.

9...	B-Q2
10 P-KR4	

In this highly complex opening both sides enjoy an almost bewildering variety of plans and methods of execution. At this point White could also

consider (*inter alia*) 10 0-0-0, while Black could implement his Q-side counterplay with 10... Q-R4 plus... KR-B1, in place of the course adopted.

10...	R-B1
11 B-N3	N-K4
12 0-0-0	N-B5
13 B×N	R×B
14 P-R5	

A slow build-up by means of 14 P-KN4 would expose White to a host of combinational counter-blows, mostly aimed at the N on c3; e.g. 14 P-KN4 Q-R4 15 K-N1 KR-B1 16 N-N3 Q-R3 17 P-R5 B×P! 18 P×B R×N! 19 P×R N×KP followed by... N×BP+ and Black will obtain four pawns and a raging attack for his piece. Exchange sacrifices against White's QN on c3 tend to form the kernel of Black's counterplay in the "Dragon", and the compensation granted by such sacrifices is often so manifestly sufficient, and of such a permanent nature, that they can transcend the sphere of the purely positional sacrifice and approach the realm of forcing combinations.

14...	N×RP
15 P-KN4	N-B3
16 N/4-K2!	

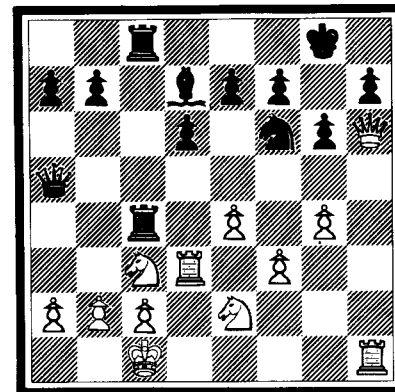
A very fine move which consolidates the position of his QN, thus rendering nugatory any immediate Black notions of an exchange sacrifice on c3. It is interesting to note that Karpov pauses for safety precautions in the midst of prosecuting a violent assault against the hostile K, and it is such moves which draw the clearest contrast between the conduct of the attack here and the pure, unbridled aggression of Morphy in his game vs. Anderssen.

Incidentally, the position after 15... N-B3 was certainly not new to either player, for a well-known game Geller-Korchnoi, Candidate Quarter Final, Moscow 1971, had continued: 16 B-R6?! N×KP 17 Q-K3 R×N! 18 P×R N-B3 19 B×B K×B 20 R-R2 Q-R4? (20... R-N1!=) 21 N-N3 Q×P 22 Q×KP and White won.

16...	Q-R4
17 B-R6	B×B

What could be more natural, but after the evidence of this game Black may, in future, have to consider the exchange sacrifice 17... B-R1?!

18 Q×B	KR-B1
19 R-Q3!	



The perfect corollary to his 16th move. This reinforcement of his QN actually suffices to ensure victory, since there is now no plausible defence to P-N5. In fact this is the first new move to be seen in the game, for this very position (up to and including 18... KR-B1) had already been analysed in Soviet magazines, where the conclusion to be found was that the violent 19 R-Q5 and 19 P-N5 were both good for White. Doubtless, Korchnoi had refuted this view in home analysis, but Karpov never gives him the chance to demonstrate his improvement on the published analysis.

19...	R/5-B4
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Up to this point Korchnoi had been moving quickly, but now he paused to think for a while. The text is useless and succumbs instantly to a beautiful, economical and forced combination, but is it possible to discern a viable alternative?

20 P-N5!

One point of this is to undouble Black's rooks, thus ruling out... R×P+ as a possible defence.

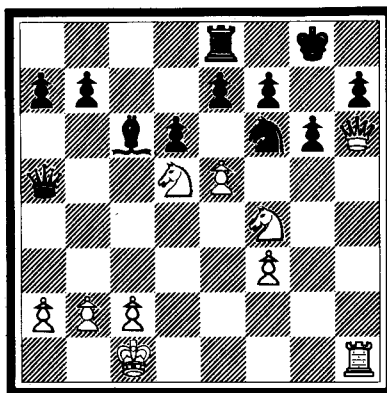
20... R×P
 21 R-Q5! R×R
 22 N×R R-K1
 23 N/2-B4

White's N, which had been "over-protecting" c3, now joins in with decisive effect.

23... B-B3

Or 23... B-K3 24 N×B P×N 25 N×N+ P×N 26 Q×RP+ K-N1 27 Q×QNP and Black eventually loses.

24 P-K5!



Probably the most difficult move of the combination. After 24 N×N+ P×N 25 N-R5 Q-N4+! 26 Q×Q P×Q 27 N-B6+ K-B1 28 N×R K×N Black can fight on. The next jams the route to g5, thus short-circuiting Black's resistance.

24... B×N
 25 P×N P×P
 26 Q×RP+ K-B1
 27 Q-R8+ Resigns.

This beautiful game has been festooned with praise and prizes, by journalists the world over, and by the judges on the spot. But there is

something about it which disturbs me in a way that the Morphy-Anderssen crunch does not. I am plagued by the question: was this really a game, or did Korchnoi merely stumble down the paths of pre-game analysis by Karpov and his seconds (Geller and Furman)? We do know that 19 R-Q3 was prepared beforehand, and it is also obvious that 19... R/5-B4 (as chosen by Korchnoi) is the most plausible reply. After that the winning combination, although not easy to visualize, is susceptible to clear-cut analysis of no great depth. My fears are fanned by the knowledge that Karpov only used up 48 minutes over his moves (and each player is allowed 2½ hours for 40 moves!). Even Korchnoi consumed the relatively short total of 109 minutes, which also suggests that most of his moves were envisaged before the game, although his preparation was less felicitous. Morphy needed only 30 minutes to defeat Anderssen (cf. game on page 57) but the underdeveloped state of theory in the 1850s (and the novelty of Anderssen's treatment of the opening) precludes the possibility that Morphy's triumph was mere opening theory—a possibility which is almost a certainty in the case of this Karpov-Korchnoi game. In spite of the undeniable beauty of Karpov's combination the sense of disappointment is still there. For me the awareness that Karpov's combination was foreseen before the game (possibly even in the first place by Geller or Furman) robs the game of its lustre. It is as if a favourite painting, supposedly from the brush of a great artist, turned out, on closer inspection, to be a forgery painted by numbers!

33

A game which forms a useful antidote to the previous example. It seems that Karpov and his team of seconds (Geller and Furman) had analysed up to (and including) the losing blunder 12... R-QN1 in their pre-game investigations, and simply overlooked the obvious mating combination available to White at that moment.

Korchnoi-Karpov, Game 21, Candidates' Final Match, Moscow, 1974.
 Queen's Indian Defence.

1 P-Q4	N-KB3
2 N-KB3	P-K3
3 P-KN3	P-QN3
4 B-N2	B-N2

5 P-B4 B-K2
6 N-B3 0-0

In my opinion no worse than the boring 6... N-K5.

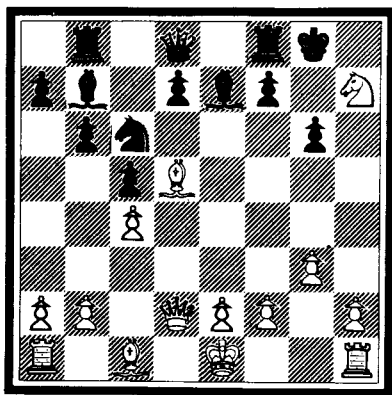
7 Q-B2 P-B4
8 P-Q5 P×P
9 N-KN5 N-B3?!

This is inferior, but precisely here Black has an incredible defensive combination available which I had analysed in Moscow with Korchnoi: 9... P-N3 10 P×P P-Q3 (even 10... P-QN4!? is possible) 11 P-KR4 N-R3 12 P-R5?! (12 0-0 is safer) 12... N-QN5 13 Q-Q2 KN×QP 14 P×P N-K6!! and from the general mêlée it is Black who wins. As a possible improvement for White 10P-KR4!? comes into consideration.

10 N×QP P-N3
11 Q-Q2 N×N
12 B×N R-N1?

The last chance was 12... B×N 13 Q×B Q×Q 14 B×Q±. Can one really credit that three top Grandmasters prepared such a move before the game?

13 N×RP!



This sacrifice is no more profound than a (in modern terms) hackneyed Greek Bishop combination, and its objective is no more exalted than to force immediate mate or the win of Black's Q.

13... R-K1

If Black accepts the "Greek Knight" with 13... K×N there comes 14 Q-R6+ K-N1 15 Q×NP+ K-R1 16 Q-R6+ K-N1 17 B-K4 P-B4 18 B-Q5+ R-B2 19 Q-N6+.

14 Q-R6 N-K4 15 N-N5 B×N 16 B×B Q×B (else B-B6) 17 Q×Q B×B 18 0-0 B×P 19 P-B4 Resigns.

The shortest ever win (or loss, if you prefer it that way) in a Candidates' Match, and an encouraging sign that even the smoothest of human minds has not yet beaten chess into submission.

34

Bent Larsen once remarked that "there is no mate in modern chess". So impressed was I by this dictum that I promptly wrote an article exploring the theme's different possibilities. Naturally, his assertion was not to be taken literally. What he means is that games at master level should not—given the modern standard of defensive technique—be decided rapidly or just after the opening phase or by sudden attack leading to mate. Modern Grandmasters should be too well equipped to suffer this brand of nineteenth century fate. An attack at the highest level in modern chess is frequently designed merely to achieve some positional advantage which the master's technique will then exploit, rather than with the objective of delivering mate. A quick "brilliancy" should now only be possible if one side plays some really deplorable moves. In modern top-class international chess any premeditated attempt to play "romantically" in the style of former times has an outstanding chance of leading to abysmal disaster. The most successful practitioners of the chessmaster's "art" today are level-headed realists who play single-mindedly for the win, and beauty or an advance in our total sum of chess wisdom, are by-products of this major objective; nor, it should be stressed, are these by-products the sole prerogative of any one player or any one style of chess. "The beauty of a move lies in the thought behind it" is a hoary chess cliché, but how often do chess writers conveniently forget it when they are dazzled by some flashy sacrifice? A much maligned short draw can contain more beauty and depth of thought than a multitude of Argive Prelates—yet it is more likely that another boring B×h7+ will hit the headlines rather than the "negative" triumph of a profound defensive idea which leads to early equality. I hope the reader will not gain the erroneous impression from my preceding

remarks that I wish to dismiss sacrificial wins as crude or repetitious. In fact, one aim of this book is to present sacrificial beauty at its most scintillating. But I do wish to purify the notion of what can legitimately be regarded as a brilliancy and to attack the fallacy that the great masters of the present set aside the ideal of gaining points for the more tenuous ideals of playing romantically or for art's sake. However, there have been cases—even in the prevailing conditions of modern tournament chess—where master players have consistently played for “beauty” or to test new ideas, almost regardless of results. In this context such players as Marshall and Spielmann spring to mind, and nearer our time Mikenas, Basman Velimirovic, Planinc and sometimes Tal. One such is the Filipino International Master, Rudolfo Cardoso. He does not occupy a high position on the Elo World ranking list, nor does he frequently take high places in tournaments, but he is famous for one thing—surprise giant killing, often in beautiful games! In his time he has defeated Bronstein, Kotov, Larsen (twice), Lombardy (who was Fischer's second at Reykjavik) (also twice), Browne, Portisch, Quinteros (twice) and so on.

Cardoso–Larsen, Orense 1975. Modern Defence.

1 P-K4	P-KN3
2 P-Q4	B-N2
3 N-QB3	P-QR3

Possibly premature; 4 P-B4 now deserves attention, but Cardoso's choice is also not bad.

4 B-K3	P-Q3
5 Q-Q2	N-Q2

I prefer 5... P-QN4 at once, since White could now have played 6 P-QR4. In that case Larsen wanted to try 6... P-N3 but it looks highly extravagant and I prefer White.

6 P-B3	P-QN4
7 N-R3	B-N2?

From this point on Black is struggling., since his QB bites on granite. If the variation is viable for Black it is only with 7... P-QB4! leaving the QB at home.

8 B-K2	P-QB4
9 P-QR4	P-N5
10 N-Q1	KN-B3

Black would like to capture on his Q5 but at the moment it would lose a pawn after 10... P×P 11 B×P B×B 12 Q×B attacking R and QNP.

11 P-R5!

Very good. He fixes Black's QRP as a weakness and “isolates” Black's QNP so that he can never capture White's QP.

11...	Q-B2
12 P-B3	P×BP
13 NP×P	0-0
14 N-N2	KR-B1
15 P-Q5	

Stifling Black's QB which can only be liberated by means of ... P-K3, but then Black's centre pawns become weak.

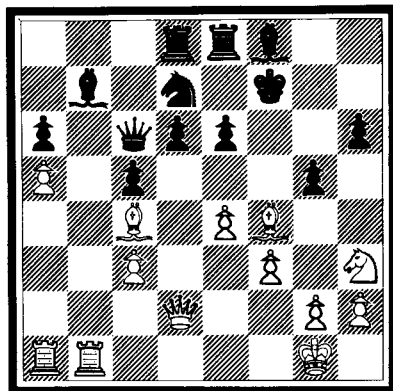
15...	N-K4
16 0-0	P-K3
17 P×P	P×P
18 N-R4	R-K1
19 KR-N1	B-KB1

A purposeless retreat is often the first sign of defeat. Black should have maintained his B on its good diagonal and defended his QP with N-B2. In any case White obviously stands much better.

20 B-KN5	N(3)-Q2
21 B-KB4	QR-Q1
22 N-N6	Q-B3
23 Q-R2	P-R3

He had to prevent N-N5.

24 N×N	N×N
25 B-B4	K-B2
26 Q-Q2	P-KN4



27 B×NP!

The combinative phase commences. White gets R and three pawns for two minor pieces, and Black's K remains hopelessly exposed. The explosion of the text is the logical culmination of White's fine positional play.

27...	P×B
28 N×P+	K-N3
29 N×P	R×N
30 B×R	B-R3
31 Q-KB2	B-QB1
32 Q-N3+	K-B3
33 B-Q5	Q-B2
34 P-KB4	R-R1
35 Q-R4+	Black Resigned.

The mates are easy to see. An excellent game by the fearless Filipino. The conclusion naturally has ironic overtones in view of Larsen's remarks on the non-existence of mate.

35

The Yugoslav Grandmaster Albin Planinc presents a strange paradox. Sometimes he plays like a child, at others his games are like thunderbolts from Olympus. Naturally we have to examine one of his brilliant games when dealing with those modern players whose primary objective is the creation of beauty as opposed to points.

Minic-Planinc, Tournament of Peace, Zagreb, 1975. Ruy Lopez.

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 0-0	P-QN4
6 B-N3	B-N2

One of Planinc's favourite variations. If now 7 R-K1 there could follow 7... B-B4 8 P-B3 0-0 9 P-Q4 B-N3 10 B-N5 P-R3 11 B-R4 P-Q3 12 P-QR4 P×QP 13 RP×P RP×P 14 R×R B×R 15 P×P R-K1 with a sharp position not unfavourable for Black (Enklaar-Planinc, IBM, 1973).

7 P-Q4	N×QP
8 N×N	P×N
9 P-K5	N-K5
10 P-QB3	

Not 10 Q×P? (the Noah's Ark trap). If 10 Q-B3 there is an adequate defence in 10... Q-K2, but after 10 P-QB3 P×P? 11 Q-B3 Q-K2 then 12 N×P! and Black has no defence. So...

10...	P-Q6!
11 Q-B3	Q-K2
12 N-Q2	0-0-0!

The first sacrifice, doubtless promoted by fear of the variation 12... N-B4 13 B-Q5 P-QB3 14 N-K4!! P×B 15 N-Q6+ K-Q1 16 B-K3 when Black is horribly tied up.

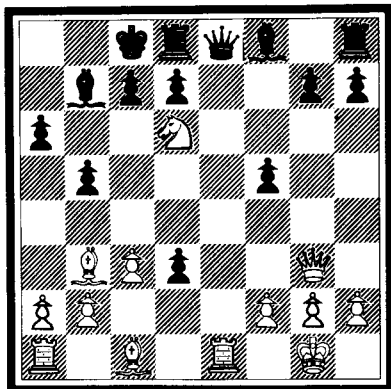
13 N×N	Q×P
14 R-K1	P-KB4

Does this regain the piece? White has a witty response.

15 Q-N3!

It seems that Black must go into an ending with two pawns for a piece, but his resources are far from exhausted.

15...	Q-K1!
16 N-Q6+	



Of course.

16... **B×N**
17 **R×Q** **KR×R!!**

Doubtless Black has compensation after 17... B×Q 18 R×R+ R×R 19 RP×B also, but the fantastic text is best of all. Watch Black's passed pawn on Q6.

18 **B-KB4** **P-Q7**
19 **R-KB1**

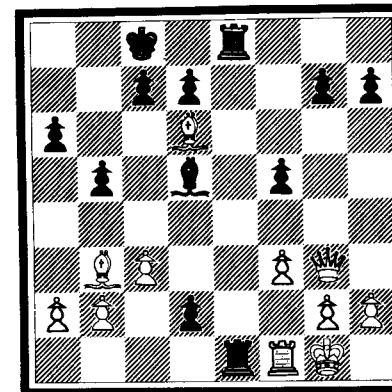
Stunned by the incredible turn of events Minic begins to stumble towards the precipice. With 19 K-B1 R-K5 20 B×B QR-K1 21 P-B3 R-K8+ 22 R×R P×R (Q)+ 23 Q×Q R×Q+ 24 K×R P×B a positional draw arises, in spite of Black's extra pawn.

19... **R-K8**
20 **B×B** **QR-K1**
21 **P-B3**

If 21 Q-Q3 R×R+ 22 Q×R P×B 23 P-B3 R-K8 24 K-B2 R×Q+ 25 K×R B-Q4! in Black's favour.

21... **B-Q4!!**

Although possessing Q and B for one R, White gets no respite. Planinc's moves look almost like those of a madman, but they are well-founded.



22 **Q-B4?**

The last chance for a draw was 22 B-KB4! e.g. 22... R×R+ 23 K×R B-B5+ 24 K-B2 R-K7+ 25 K-N1 R-K8+ with a draw, but even here Black can continue trying with 22... B-B5!? 23 B×B P-Q8(Q) 24 B-Q3 R×R+ 25 B×R R-K7.

22... **B-B5**
23 **P-KR4** **R×R+**

Now Black must win.

24 **K-R2** **R-K7**
25 **B×P** **R(8)-B7**
26 **Q-Q6**

Or 26 B-Q1 R×P+ 27 K-R3 B-K3!! 28 B×R R×B 29 B-N6 P-Q3 when 30 Q×P(Q6) fails to 30... P-B5dis+.

26... **R×P+**
27 **K-R3** **R-R7+**
28 **K-N3** **R(K)-N7+**
29 **K-B4** **R×P+**
30 **K×P** **R-R3**
White Resigns.

36

In attempting to survey the historical sweep of the chess combination it is impossible to omit discussion of certain sharp systems of defence against 1 P-K4 which almost seem to have combinational possibilities as their *raison d'être*. I have in mind, of course, the Najdorf and Dragon Variations of the Sicilian Defence.

In choosing either one of these lines the Black player is very much concerned to stress the advantages of his own structure while doing little to stifle the possibilities of his opponent. Such situations, as can be readily understood, often give rise to vicious sacrificial attacks and counter-attacks. The very sharpness of these defences (with the consequent alluring prospect of a quick victory) has raised their popularity to unprecedented heights in modern tournament competition, and a game can be teeming over with combinative variations in the notes, analysed out by the numerous devotees of the variation, while the moves of the encounter itself can be virtually devoid of combinational content!

Such a game is the following in which the victor (as in Karpov-Korchnoi, page 141) had done his homework extremely thoroughly!

As everyone knows, the Dragon Variation of the Sicilian Defence is as subject to change as British Weather. One day a line can win for White and the next day it can win for Black!

In the first round of the 1975 German International Championship at Mannheim, the current German national champion, Dr. Peter Ostermeyer, employed an anti-Dragon System recommended by no less an authority than Boleslavsky. Precisely four moves after he had played the key move of Boleslavsky's line (17 B×N) White resigned!

Ostermeyer-Sosonko, Mannheim, 1975. Sicilian Dragon.

1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	P×P
4 N×P	N-KB3
5 N-QB3	P-KN3
6 B-K3	B-N2
7 P-B3	N-B3
8 Q-Q2	O-O
9 O-O-O	

The alternative is 9 B-QB4, but the text is regarded as perfectly valid. Black's normal choice now is 9... P-Q4, e.g. 10 P×P KN×P 11 N×QN P×N 12 N×N P×N 13 Q×P Q-B2! (14 Q×R B-B4) with probably adequate compensation for the pawn. Sosonko instead plays to rehabilitate a condemned line.

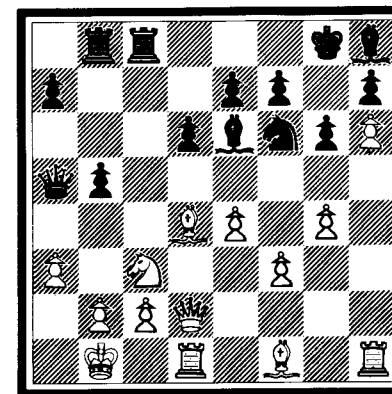
9...	N×N
10 B×N	B-K3
11 K-N1	Q-B2

And not 11... Q-R4? 12 N-Q5!

12 P-KN4	KR-B1
13 P-KR4	Q-R4
14 P-R3	QR-N1
15 P-R5	P-QN4
16 P-R6	

The open KR file is not regarded as useful for White by theory (possibly wrongly) and Ostermeyer is still following the theoretical "refutation" of Black's play.

16... B-R1



17 B×N

The key theoretical move, designed to smash Black's position, but it possibly even loses! The main question is what happens after 17 P-N5!?

Here is some sample analysis: 17 P-N5 N-Q2 18 B×B K×B 19 Q-Q4+ N-K4 20 P-B4 P-N5 21 N-N5! (21 P×N? P×P!) is really good for White. So after 17 P-N5 Black must react sharply with counter-attack, and my idea of what is going on is as follows: 17 P-N5 P-N5! 18 N-N5! Q-R5! (combination and counter-combination) (Ostermeyer saw this after the game, but Sosonko had already analysed it! If Black plays 18... R×N instead of Q-R5 there could follow 19 B×R Q×B 20 P×N P×RP 21 P×P! P×P 22 B×B B-R7+ 23 K×B Q-R5+ 24 K×P and White weathers the storm to win on material) 19 P×N P×RP 20 P-N4 (Sosonko suggested 20 R-R2!?) B-R7+! 21 K-R1 (21 K×B R×P+ is very dangerous for White) R×P 22 Q-Q3 B-N6 23 N-B3 Q×P 24 P-K5 (to block the QR1-KR8 diagonal—if instead 24 P×P? R×N! wins) B×P!! 25 P-B4 (or 25 P×B P-K4 and Black wins, in spite of being two pieces down, e.g. 26 B×KP P×B 27 Q-Q8+ Q-B1 28 Q×Q+ K×Q and if the N moves, ... R-R7+ wins) P×P 26 P×P B-N4 with the threat of 27... Q×N+ 28 B×Q R-R7+ 29 K-N1 B-B5dis+ winning—a threat which it seems White is unable to parry. But if Black is winning even after 17 P-N5 from the diagrammed position, where was White's mistake? The game concluded:

17... B×B

18 N-Q5

As given by theory...

18... P-N5!!

Sosonko's theoretical novelty, prepared in pre-game analysis, after which White's K position is helpless.

Actually, this is the only "combination" which materializes over the board in this game, and after all Black only sacrifices one pawn—but who can deny that the entire conflict was, in its essence, of a pre-eminently combinational nature? If now 19 N×NP Q-R5 and there is no defence to... P-R4, e.g. 20 B-R6 R×N!

19 P×P Q-R5

20 P-QN5 B×N

21 P×B P-R3

Resigns.

Resignation may look somewhat premature, but White's position is

really indefensible, e.g. 22 P-B3 (to obstruct the B's diagonal) P×P 23 R-R2 P-N5 24 P-QB4 (not 24 P×P R-R1 mating) P-N6 25 Q-B4 Q-R7+ 26 K-B1 B×P+ 27 R×B Q-R8+ 28 R-N1 Q-B6 mate. If 25... Q-K3 instead of 25 Q-B4 then Q-R7+ 26 K-B1 Q-R8+ 27 K-Q2 Q×P+ wins the unprotected R.

Obviously there are other variations, but Ostermeyer wanted to spare himself the agony before the inevitable defeat.

37

The word "combination" means different things to different people. To Botvinnik a prime example of a combination would be his game against Capablanca (AVRO, 1938) where a sacrifice led by force to a clear advantage. To the ingenious David Bronstein, however, the combination should be devoid of the attribute of clarity. For him, the "combination" should preferably be of an incalculable nature. I write from personal experience. In the game which follows Bronstein regarded 16 P-Q5 as the beginning of the combination, for I could have rendered the issue unclear with 17... N×P! or 17... R-K1! All he required from the combination was a certain "minimum level of complications". The lines beginning with 23 N-N5!! he regarded as "technique", since they were forced and susceptible to analysis. He almost expressed regret that 23 N-N5!! was completely sound!

Bronstein-Keene, Alexander Memorial Tournament, Teesside, 1975.
Catalan System.

1 P-QB4

"The opening move of the tournament was made by Sir Stuart Milner-Barry on this board and Bronstein, in deference to Staunton and Alexander, played the first move of the English Opening, though, later on, this transposed to the Catalan System." (Golombek.)

1... N-KB3

2 P-Q4 P-K3

3 P-KN3 P-Q4

4 B-N2 QN-Q2

5 N-Q2 B-K2

6 KN-B3 0-0

7 0-0 P-QN3
8 P-N3 B-N2
9 B-N2 P-B4
10 P-K3 R-B1
11 R-B1 R-B2
12 Q-K2 Q-R1

After 12... QP×P 13 NP×P White has good command of the centre. In comparison with Spassky-Ciric (page 122) Black has gained a move, but the whole system is still difficult to handle.

13 KR-K1

A fine move that prepares the ensuing combination.

13... KR-B1
14 BP×P B×P

White gains a clear advantage after 14... KP×P 15 N-K5.

15 P-K4 B-N2
16 P-Q5

A profound pawn sacrifice, characteristic of the way Bronstein plays.

16... P×P
17 P×P B-B1?!

Less clear is 17... N×P 18 N-K4 P-KR3 19 QR-Q1; also rather better than the text is 17... R-K1 to which White could reply either 18 N-K4 or 18 N-B4.

18 N-K4!

Another very deep move. It looks strange to exchange an attacking piece but it is more important to eliminate defenders.

18... N×N

Black's K-side is broken up after 18... R-K1 19 B×N.

19 Q×N B×P
20 Q-B5 P-N3

A delightful variation here is 20... P-KR3 21 N-N5 P-N3 22 B×B P×Q 23 B×P mate.

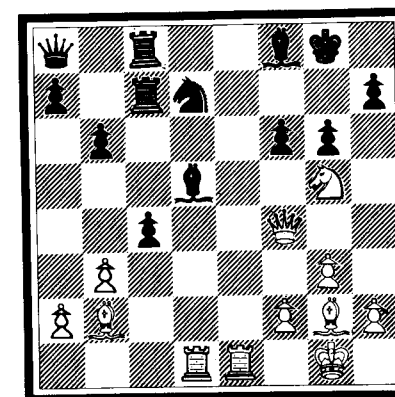
21 Q-B4 P-B3

Or 21... B-N2 22 B×B K×B 23 R-K7 Q-B3 24 N-K5 and White wins.

22 QR-Q1 P-B5

Another line is 22... Q-B3 23 R×B Q×R 24 N-N5 Q×N 25 Q×Q P×Q 26 B-Q5 mate.

23 N-N5!!



23... R-B4

If 23... P×N 24 Q-Q4 B×B 25 Q-R8+ K-B2 26 Q×RP+ and mates in two moves, or 23... B×B 24 R×N! R×R 25 Q×KBP R-KN2 26 Q-K6+ K-R1 27 N-B7+ K-N1 28 N-R6++ K-R1 29 Q-N8 mate.

24 R×B R×R
25 P×P P×N
26 Q-N4 R-KB4
27 B×Q R×B
28 Q-K4 R-Q1
29 Q-Q4 K-B2
30 P-N4 Resigns.

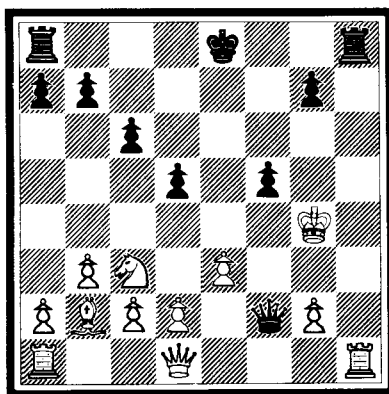
In 1951 Bronstein tied his World Championship Match with Botvinnik 12-12, so perhaps we should accord equal weight to their opposite views.

38

And now as a pointer to the future?

Computer "Chess 4.4" (U.S. Computer Champion 1975)–D. Levy. Simultaneous display against 12 programs given by David Levy on the occasion of the 6th Chess Congress of Associated Computing Machinery, Minneapolis, 1975. Bird's Opening.

1 P-KB4 P-Q4 2 N-KB3 N-KB3 3 P-K3 B-N5 4 B-K2 P-B3 5 P-QN3 QN-Q2 6 B-N2 B×N 7 B×B Q-B2 8 0-0 P-K4 9 P×P N×P 10 N-B3 B-Q3 11 B-K2 P-KR4! Aiming for h2 which the mechanical brain is powerless to protect. Computers still have a long way to come (judged by the highest standards about 130 years!) in combinative techniques, despite the strenuous efforts to better their achievements by ex-World Champion Dr. Botvinnik. 12 P-KR3 N/4-N5! 13 P×N B-R7+ 14 K-R1 P×P 15 B×P B-N8+! 16 K×B Q-R7+ 17 K-B2 Q-R5+ 18 K-B3 N×B 19 R-R1 Q-B7+ 20 K×N P-B4+



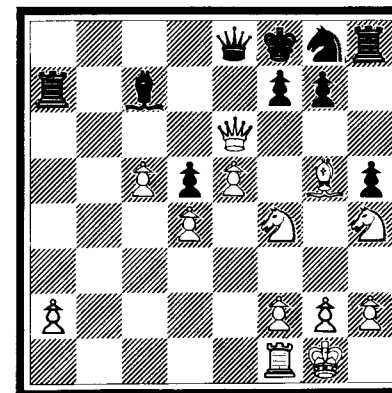
21 K-N5 Q-N6+ 22 K×P 0-0+ (... R-B1+! is faster) 23 K-K6 R-B3+ 24 K-K7 Q-Q3 Fut!

39
Postscript

Since gaining the World title, Karpov has indeed proved himself to be the strongest player active in the period 1975–77. A further confirmation of his strength was his victory in the 44th USSR Championship Moscow 1976, but ironically his most spectacular game was a loss to Geller.

Geller–Karpov, Moscow, 1976. French Defence.

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 B-N5 4 P-K5 Q-Q2 5 N-B3 P-QN3 6 B-Q2 B-R3 7 B×B N×B 8 0-0 N-N1 Artificial, but Karpov does not wish to cut off the retreat for his KB. 9 N-K2 B-K2 10 QR-B1 P-QN4 Playing logically to control the light squares, but his development is impeded. 11 N-B4 P-KR4 12 P-QN3 B-R6 13 R-N1 P-R4 This too looks over-ambitious. 14 P-B4 P-QB3 15 P-B5 Now Black has trouble with his exposed KB. 15... B-N5 16 B-B1 P-R5 An unfortunate expedient to salvage the B. 17 N-Q3 B-R4 18 P×P P×P 19 Q×P Q-R2 20 B-N5 B-B2 21 R×N+! Were it not for this, Black would have compensation for his pawn. 21... Q×R 22 Q×P+ K-B1 23 N-B4 R-R2 24 N-R4 Q-K1 Apparently forcing the exchange of Queens, but Geller has been planning a fantastic coup. 25 Q×KP!!



Very hard to see, but not difficult to comprehend once it has been seen.
25. . . P×Q 26 N/B4-N6+ Q×N or 26. . . K-B2 27 N×R+ K-B1 28
N/R4-N6+ (+-). 27 N×Q+ K-K1 28 N×R with a clearly winning
position. 28. . . R-R5 29 R-Q1 N-K2 30 B×N K×B 31 N-N6+ K-B2 32
N-B4 B×P 33 P×B R×N 34 R-QB1 K-K1 35 P-B6 K-Q1 36 P-B7+ K-B1
37 P-N3 R-QR5 38 R-B6 R×P 39 R×P P-N4 40 R-Q6 R-Q7 41 P-K6
K×P 42 P-K7 **Black Resigns.**

With this game, the most recently played to appear in this collection, I bid
farewell to my readers in the hope that by now they have formed their own
opinion as to the meaning of the word “combination”.